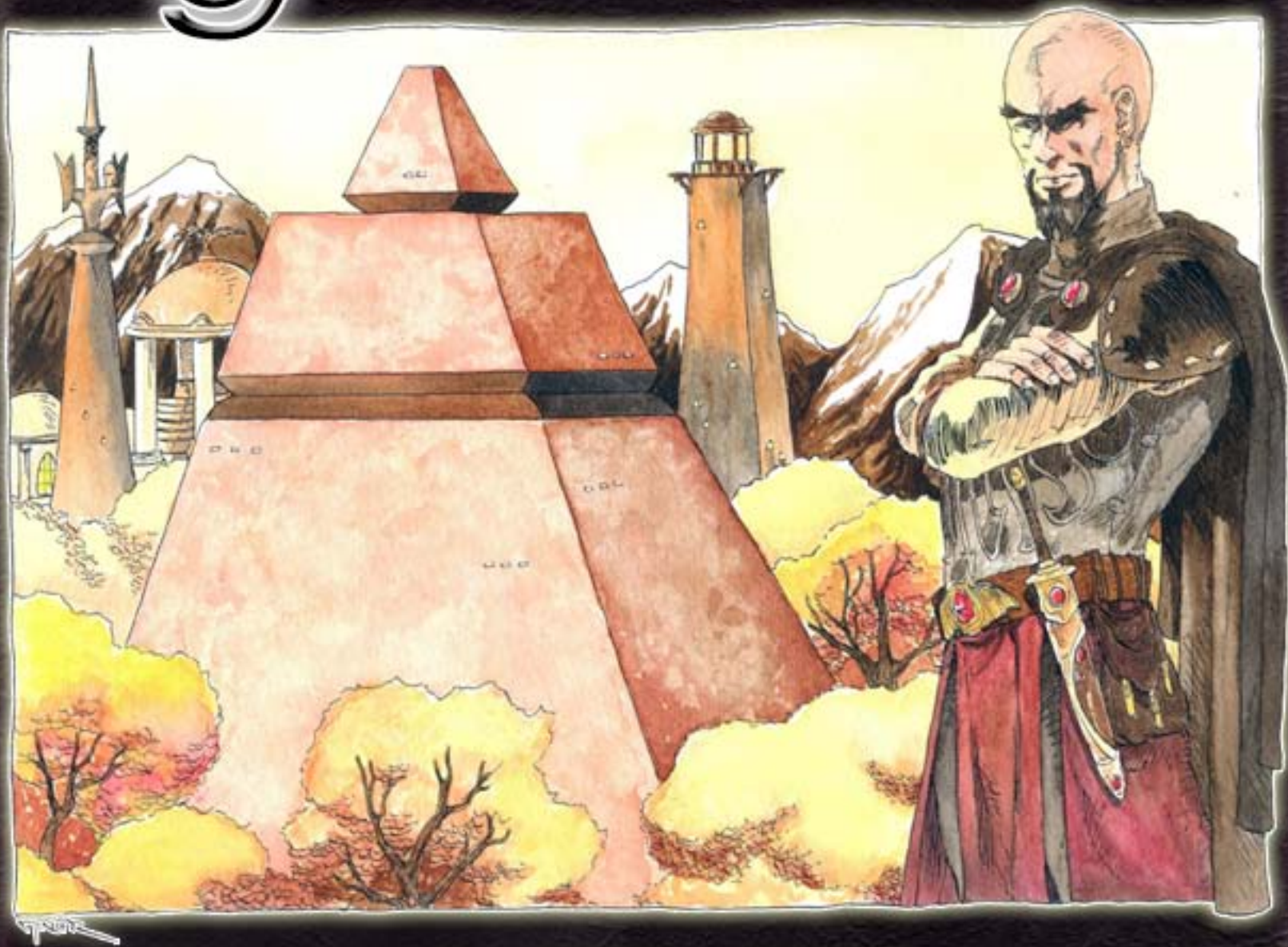
The Oerth Journal

Issue 25
Dec 2009



25th Anniversary
Gary Gygax Tribute Issue

THE OERTH JOURNAL

Volume II, Issue 25

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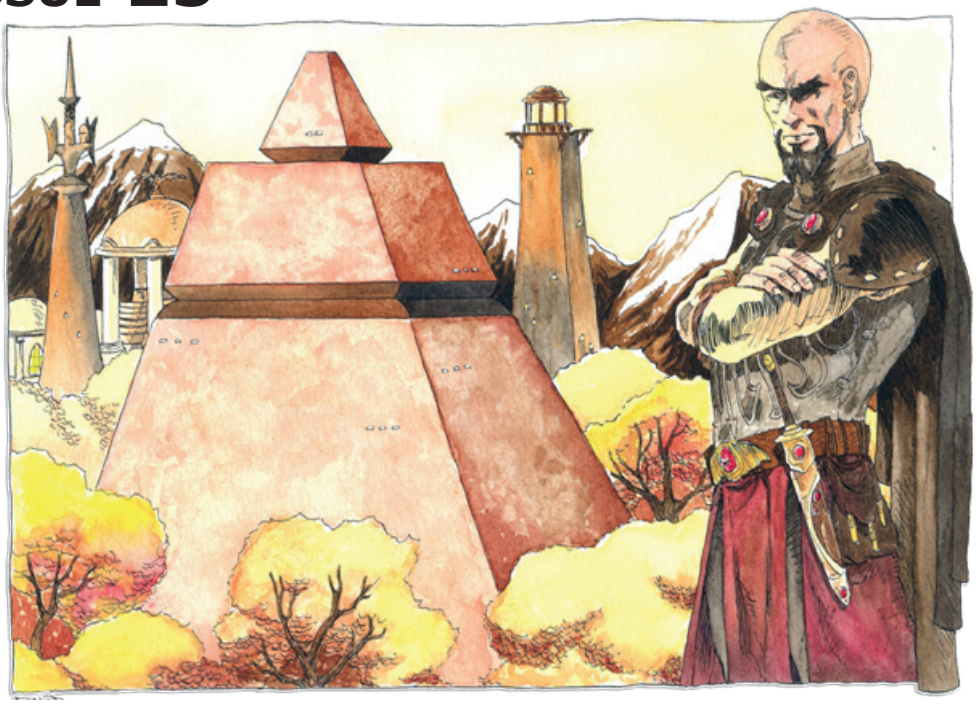

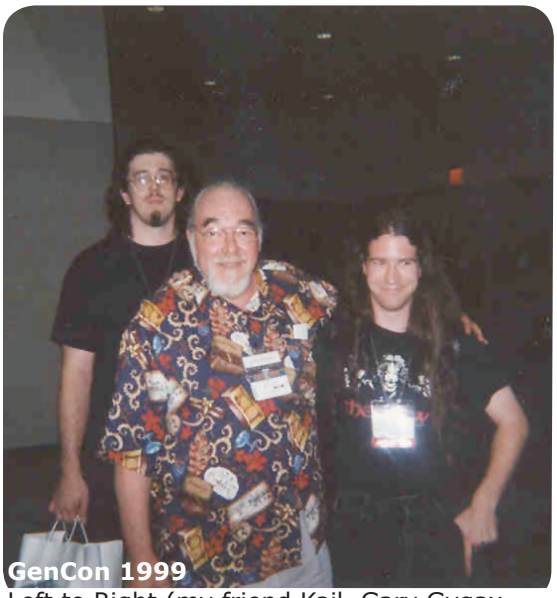

Left to Right (my friend Kail, Gary Gygax, and Rick Miller)

You will be missed, Gary.
Cheers!

CHRONICLE OF THE MAD ARCHMAGE

The last year has been difficult for all of us. Very difficult in many cases, the very game we loved and the world we loved so much have been irrevocably changed. Our lives have changed but still we must continue on. We have all the resources at hand that we need and the imagination to keep it alive.

On this regard, it is with a heavy heart, we mourn the loss of the creators of the very game we love these last few years. Gary Gygax on March 4th, 2008 and Dave Arneson on April 7th, 2009. This issue is dedicated to their memory and to all the memories their creations have given us.

David "Dave" Arneson, born October 1, 1947, co-developed the very game that spawned all other RPGs- Dungeons & Dragons, and created parts of the Greyhawk campaign setting along with Gary Gygax in the early 1970s. Their goal was to bring their love of games to each and every one of us. Dave may have left TSR, but he continued to do what he loved- designing games and teaching game design up until shortly before his death in 2009.

Ernest Gary Gygax, born July 27, 1938, co-created the role-playing game Dungeons & Dragons (D&D) and the Greyhawk campaign setting with Dave Arneson. Gygax is generally acknowledged as one of the fathers of the tabletop role-playing game. Gary founded Dragon Magazine to support the new game and all of its developments. This tradition is continued today through the Oerth Journal, where the World of Greyhawk, and in fact the core elements of Dungeons and Dragons remain alive.

In conclusion, it is my hope, perhaps all of ours, that the Greyhawk campaign continues to be strong. Things may get tough, but it is our imaginations and our love of this game that Dave and Gary created that will keep all in balance.

Until the Starbreak,

Rick "Duicarthan" Miller
- Editor-in-Chief

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On the Cover

The image of Mordenkainen has always been iconic in the Greyhawk campaign setting. Therefore, I asked longtime friend, Jerry Minor to give it his personal touch. Jerry's work can be located at http://www.myspace.com/jerantino

Featured Artists

Eric Bergeron presents a scene of the interior of a mysterious ruin for the Seekers of the Arcane article. Erik is a freelance graphic designer and this is his first time submitting work for the Oerth Journal. His art can be seen at http://www.inetgrafx.com/gallery/index.php

Eugene Jaworski depicts the leucrotta, one of the many dangerous denizens of the Yatils, for the Side Trek Locations in the Yatils article. Eugene is a freelance artist and illustrator whose artwork can be seen at http://www.neothera.com/

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THE MARCHLAND OF MEDEGIA

By Creighton Broadhurst and Paul Looby.

Special thanks to Noel Graham for some of the Walker's back story as revealed to him by Carl Sargent.

Art by Casper David Friedrich, Rick Miller, and Dean Oyebo

This article is designed with the 3.5 rule set in mind, but is easily converted to other systems or editions. With regards to the WORLD OF GREYHAWK timeline, it can be set any time in the decade following 591 CY depending on the individual DM's own campaign development. The Adventure Begins provides more details on the Flanaess after the Greyhawk Wars and is an excellent resource for DMs desiring to learn more about the United Kingdom of Ahlissa and the Solnor Compact. This version of Medegia was originally written for the LIVING GREYHAWK campaign (set in 594 CY) but for a variety of reasons never saw the light of day.

As a consequence of her ruler's disastrous policy of independence from the Great Kingdom, Medegia was one of the biggest losers in the Greyhawk Wars, its eventual fate rivaled only by the doom that befell the Prelacy of Almor. In one of the Flanaess's great ironies, both Medegia and Almor were destroyed in the death throes of the empire that established both as clerical fiefs centuries ago.

Before the Greyhawk Wars, the See of Medegia was a semi-independent realm of clerical holdings set between the sluggish Mikar River to the west and the shores of the Aerdi Sea. Its precincts stretched from the great metropolis of Rel Astra in the north to the rugged foothills of the Hestmark Highlands in the south. Enriched by the bounty of its fertile farmlands and thriving cities, its rulers won greater and greater independence from their nominal suzerains, the Overkings of the Great Kingdom.

Now, however, Medegia is a shattered land; its cities sacked and its populace dead, enslaved or driven mad by the genocidal campaigns of Overking Ivid V. From the few contemporary accounts to survive, Ivid's razing of Medegia was characterized by levels of brutality and destruction hitherto unseen in the Flanaess. At the Overking's command, Imperial troops sacked the capital, Mentrey, and despoiled vast swathes of the countryside. The great port-city of Pontylver was utterly devastated, the destruction there only equaled by the ruin wrought upon Chathold, capital of doomed Almor. All of Medegia's cities and towns of note were razed to the ground and their peoples either put to the sword or marched off into slavery. Looting, rape, and torture were commonplace. Such was the invaders' depravity that they even fell to fighting amongst themselves for the right to despoil certain prized towns.

RISE AND FALL

Medegia's origins are inextricably bound to that of the Great Kingdom of Aerdy. The Oeridians came to the Flanaess in search of the Land of the Sun's Birth. In what came to be called the Prophecy of the Hidden Empress, Johydee (the Oeridian hero-goddess of Deception and Protection) foretold that a glorious destiny awaited the

MEDEGIA

Non-standard Contested Territory
National Alignment: LE (LN)
GP limit: Unknown
Assets: Unknown
Population: 575,400 – Human 92% (OSf), Half-Orc 3%, Orc (and other humanoids) 2%, Halfling 1%, Elf 1% (sylvan 95%), Half-Elf 1%
Proper Name: Marchland of Medegia
Ruler: Contested: (Rel Astra) His most Lordly Nobility, Eternal Custodian and Lord Protector of Rel Astra, *Drax the Invulnerable*, Prince of the House of Garasteth (LE male animus wizard 11/ fighter3); (United Kingdom of Ahlissa) *Prince Gartrel of Darmen* (LE male human fighter 10); (Medegian Free Lords) Council of Lords (several powerful warlords based in the city of Mentrey).
Government: Contested, (Rel Astra) dictatorship under an animus advised by a demon (the "Fiend-Sage"); (Ahlissa) feudal state under hereditary rulership; (Free Lords) loose confederation of petty warlords.
Capital: (Rel Astra) Rel Astra; (Ahlissa) Pontylver; Free Lords (Mentrey).
Major Towns: Mentrey (pop. 4,900), Pontylver (pop. 3,200).
Provinces: Previously, a network of dioceses; Currently, a patchwork of independent fiefs and military holdings controlled by either Ahlissa, Rel Astra or the Free Lords.
Resources: Foodstuff, cloth (currently none)
Coinage: [Modified Aerdy] nightingale (pp), crown (gp), noble (ep), penny (sp), common (cp)
Languages: Common, Old Oeridian, Orc, Elf, Halfling
Alignments: NE, CE, LE*, CN, LN
Religions: Zilchus*, Hextor, Oeridian agricultural gods, Kurell, Ralishaz, Procan, Xerbo, Fharlanghn, Pyremius
Allies: None
Enemies: North Kingdom, Scarlet Brotherhood, Nyrond (Ahlissa – gravely mistrusted)

Oerids there. In the end, it was the Aerdi, most powerful of all the tribes, who first reached the shores of the ocean they named the Solnor (in Old Oeridian, "Sun's Birth"). Their great journey at an end, they settled the along the coast, founding the great cities of Rel Astra, Mentrey, and Pontylver.

In time, the clans of the Aerdi united to form the Kingdom of Aerdy and, growing in might, won for themselves an empire, which they named the Great Kingdom. As the promised land of prophecy and the cradle of Aerdy, Medegia has always been considered sacred. The first Overking, Nasran of House Cranden, gifted the See to followers of Pholtus in 3 CY. Their dominance was eclipsed by the mercantile Zilchans in the mid-second century. They held the See until the warlike followers of Hextor were given Medegia in 450 CY, as a reward for their support in securing the Malachite Throne for Ivid I and the House of Naelax at the climax of the Turmoil Between the Crowns.

Pretensions of Independence

By the mid 570s CY, the See had gained a measure of independence from the Malachite Throne, won in part as a result of the civil unrest sweeping the Great Kingdom. In late 577, however, the fortunes of His Equitable Nemesis Spidasa (LE male human cleric 16 [Hextor]), the Holy Censor of Medegia, had suffered a reversal as his enemies (notably Herzog Chelor of the South Province) achieved several successes against him. Severe losses in manpower and material coupled with the threat of imminent invasion by forces loyal to Ivid V conspired to force the Holy Censor to reaffirm his loyalty to the Malachite Throne. This reaffirmation brought His Equitable Nemesis deep into Ivid's councils. Bestowed the title Imperial Constable by his liege, Spidasa was commanded to raise an army to ravage the heart of Sunndi by forcing a path through the Glorioles and Hestmark Highlands.

By mid 578 CY, Spidasa had gathered a great host over 10,000 strong. However, before they could be unleashed, a disaster befell Medegia's forces at the hands of the olve and woodsmen of the Grandwood. During the month of Wealsun, 5,000 Medegian troops and humanoid mercenaries under the command of Captain-General Gahru blundered into a clever ambush deep within the forest. Barely one in three survived the ensuing massacre, which is remembered now in Medegian folklore as Gahru's Folly.

This sharp reversal of fortune forced the Holy Censor to strike a pact with Prince Drax of Rel Astra, guaranteeing the Censor's support for the Free Cities' tenuous independence from the Malachite Throne. By late summer of 578 CY, 3,000 Rel Astran troops warded Medegia's northern borders, while to the west an equally massive imperial force under *General Banwald* (LE human male fighter 10) gathered outside Rauxes. The plan was complex: these two huge forces would batter their way into the forests in a coordinated series of attacks designed to fix their elusive enemies between the jaws of a pincer, where they might be brought to battle and crushed.

The heavy fighting that ensued was a desperate affair, but the defenders, familiar with the dense heartlands of the forest withstood the storm. Casualties were heavy on both sides and as the first leaves of autumn fell, imperial forces had ravaged much of the outer woodland, sacking the gold mines at Gaborren's Rift and looting much wealth from that place.

To the east, the Medegian armies attempting to force a passage through the Glorioles faired far worse. Daring the Anbek Pass, the inexperienced, but bravely led forward elements were decimated by the entrenched dwur warriors of Glorvardum – the dwur kingdom of the Glorioles. Secure in their citadels beneath the glowering twin peaks of Kilvangath and Bolwhurgirn, the dwur were unassailable. The thickly forested lower slopes of the range made easier going for the Medegians and for a while they made progress there. However, Sunndian irregulars hurrying north checked even these advances. As the sounds of bloody combat rang throughout the mountains, the ogres and giants infesting the dimly lit pine forests gleefully joined the carnage.

As the South Province entered the fray against Sunndi in 579 CY, heavy fighting throughout the Hollow Highlands drew Ivid's attention away from the Glorioles, allowing the battered Medegian armies to quietly withdraw. Fighting likewise wound down in the Grandwood. Miserable after a hard winter and staggering under the loot gained from countless sacked villages, the men of Medegia and Rel Astra retreated, leaving General Banwald's men to be savaged by the emboldened defenders. These decisions would cost Spidasa dearly in years to come. When news of the Censor's cowardice reached the Imperial Court, Ivid flew into a rage and swore revenge on his disobedient Constable.

THE GREYHAWK WARS

Emboldened by his success in withdrawing from Sunndi without imperial consent, Spidasa again entertained delusions of independence from the Malachite Throne. These attained such heights of folly that he refused to furnish aid and vassal service to Ivid for the destruction of Almor and Nyrond. Ivid, incandescent with fury, ordered the assassination of one hundred of the Holy Censor's favored concubines and began to plot a far more terrible and bloody revenge against his perfidious vassal.

Thus when Commandant Osson, in a desperate attempt to forestall the Great Kingdom's destruction of his native Almor, invaded Medegia late in 583 CY, the rebellious fief received no succor from the Malachite Throne. Imperial armies pursuing Osson halted at the See's border allowing the Almorans a free hand. In a series of hard-fought, but brilliantly directed battles, Osson shattered Medegia's armies and seized a broad swath of territory running from Pontylver to the hinterlands of Rel Astra.

His armies destroyed and much of his holdings in enemy hands, Spidasa fled to Rauxes to (belatedly) reaffirm his loyalty to Ivid. Unsurprisingly, Ivid afforded his errant vassal the appropriate courtesy and sentenced the hapless cleric to the Endless Death.

Heavy rains throughout the winter of 583/584 CY won Osson's besieged army a brief respite, but their situation was plainly desperate. Medegia's peasantry refused to rise up against Ivid, fearing the inevitable imperial reprisal. On the heels of this blow came a surprise proclamation from the new ruler of the Lordship of the Isles, Frolmar Ingerskatti, who withdrew his country from the Golden League and declared his support for the Great and Hidden Empire of the Scarlet Brotherhood. Osson's last realistic chance of escape was dashed.

Taking the only remaining option open to him, Osson attempted a breakout towards the Hestmark Highlands. The Battle of the Great Confluence was fought in Coldeven 584, east of the city of Pardue. Although some Almoran stragglers did win through to the west, most were left dead upon the field or drowned in the broad brown waters of the Flamni River. Having crushed the Almorans, Ivid unleashed penal battalions, legions of mercenary humanoids, the remnants of the Glorioles Army and his own Companion Guard, led by the fanatically loyal General Kalreth. Infuriated by Spidasa's refusal to aid him in his western campaigns, Ivid ordered that Medegia be razed from the map so that all might know the fate of those opposing his will.

Facing virtually no resistance, Kalreth's forces tore into the See, in an unbridled orgy of revenge and destruction. Pontylver fell swiftly in Flocktime. Mentrey's sack followed several months later after a desperate, but futile defense. His task complete, Kalreth returned to his master's side, passing command to a motley collection of lesser officers and princelings.

Quickly, the invading armies began to fray and disintegrate. Officer vied with officer for the best of the spoils and pitched battles broke out between rival units. As discipline broke down, desertion from the imperial forces become more commonplace. The harsh winter of 584/585 further exacerbated matters, forcing commanders to order fresh atrocities to secure vital supplies for their men.

By the spring, the storm had passed. By Fireseek 585 CY, virtually all Aerdi forces had either withdrawn or deserted. What army units remained in the See were now little more than brigands. Perhaps most horrifically, for almost two full years after Medegia's destruction, fiends stalked her shattered hinterlands and cities. The Flight of the Fiends offered some respite to the few weary, half-mad survivors, but by then Medegia's destruction was all but complete.

Chaos reigned in this once great land until the rival princes of Ahlissa and Rel Astra brought some measure of order.

THE ENDLESS DEATH

A particularly brutal form of torture favored by the Ivids for their most hated foes. Victims are forced to wear a ring of regeneration whilst being subjected to the attentions of highly skilled torturers. Aerdi folktales tell of victims who have been tortured by grandfathers, fathers and sons of the same family. With the final fate of Rauxes as yet unknown, it is probable that the Holy Censor (and many others, including, it is said by some, Commandant Osson) yet suffers the Endless Death.

RULERSHIP AND LAW

The carnage of the Greyhawk Wars swept away the institutions and trappings of Medegian power. Most of the nation's nobles were slain, its institutions thrown down and its cities destroyed. Hextorites in the invading imperial host particularly singled out the Knights of Medegia, an order better known for its pomp, ceremony, and political maneuverings than its battlefield glories. Although dedicated to the Champion of Evil in name, a prospective member's martial puissance bore little bearing on his admission. Thus the order was seen as heretical and was almost completely eradicated by crusading Hextorites.

Founded in Growfest 587 CY, the United Kingdom of Ahlissa immediately laid claim to all the devastated lands of Medegia, naming them the Marchland of Medegia. Two years later, Rel Astra fearing burgeoning Ahlissan power, signed the Solnor Compact with the free

cities of Roland and Ountsy and immediately began to send troops south into Medegia. Both powers now control large tracts of the former See and constantly seek to increase their holdings further. As elements of the two opposing forces push deeper into the Medegian heartlands, skirmishes between them become increasingly frequent; many observers fear that it will not be long before the base qualities of both nations' rulers are revealed and the region is plunged into war once again.

By late 595 CY, Prince Gartrel of House Darmen has gained control of roughly half of old Medegia, encompassing a swathe of land reaching from Pontylver to the hinterlands of Mentrey, the old capital. The United Kingdom also claims the Grandwood as part of its Marchland of the Grandwood. Unsurprisingly, however, the elves and halflings of the Grandwood resist Ahlissan authority as fiercely as they resisted the incursions of the Medegians before them. Since the Ahlissan's arrival, desultory skirmishing has ground on under the boughs of the forest with neither side gaining any appreciable advantage.

Prince Gartrel is a skilled politician and able administrator and he has done much to cement Ahlissan power in the region. Ruling from Pontylver, he has divided Ahlissan Medegia up into a series of military commands administered by trusted captains. Overking Xavener himself impressed upon Gartrel the importance of establishing Ahlissan dominance over these lands and the need to quickly build up a fleet based on Pontylver. Like any sane man, Gartrel is desperate to avoid the Overking's displeasure and is tireless in the pursuit of his liege's goals.

Lord Protector Drax's desire in Medegia is simple: to establish a buffer between Rel Astra and the territorial ambitions of his arch-rival Xavener. To this end, the efficient and ruthless *Elliast Kobasten* (LE male human wizard 13) has pushed his troops as far south as possible, securing control over most of northern Medegia. Advancing to within ten miles of the much fought-over ruins of Mentrey, Kobasten's men now claim over a quarter of the country.

In contrast to their dealings with Ahlissan forces, the humanfolk of the Grandwood trade with Rel Astra, although the sylvan elves remain distrustful of outsiders. Drax's troops have a great advantage over his rivals. In the minds of Medegia's stricken population, Ahlissa represents a continuation of the depravity of the Ivids and the Great Kingdom. The Rel Astrans bear no such stigma and as such encounter less resistance from surviving Medegian enclaves. Gartrel has attempted to combat this with gifts of food and other supplies to "liberated" communities, but old suspicions die hard.

The southeastern portion of Medegia is as yet unclaimed by either nation. A gallimaufry of minor nobles, brigand leaders, ex-mercenary humanoids, and imperial deserters claim an ever-shifting patchwork of minor holdings. The most unusual of these is the coastal settlement of Montessor, held by a tribe of surprisingly well-organized orcs. The devastated city of Mentrey is in the hands of a loose confederation of warlords, who style themselves as the Free Lords of Medegia. However overblown their titles, they have shown sufficient cohesion and organization to fend off attacks by both Ahlissan and Rel Astran forces. Exiles from the Lendore Isles have also found sanctuary among the shattered and deserted coastal villages of the Medegian coast. Smugglers and pirates, they are thought to still search for survivors of the Council of Five, the body that ruled the isles until deposed by clerics of Sehanine who claimed Lendore as an elven holy ground during the Greyhawk Wars.

ADVENTURING IN MEDEGIA

Medegia is a dangerous place; its physical dangers are well documented. For adventurers who seek glory in battle, Medegia holds almost countless opportunities to indulge themselves. Large scale engagements are now rare but opportunities for skirmishing abound.

Prospective adventurers must be aware of the politics of the region. Ahlissa and Rel Astra vie for dominance and neither realm looks kindly on bands of itinerant adventurers working for the other side. Unaligned adventurers are viewed with suspicion by both states and generally are seen as little more than freebooters and bandits seeking to plunder wealth from Medegia's cadaver.

The PCs could ally themselves with either Ahlissan or Rel Astran forces as they seek to restore order to these shattered lands. The ruins of Pontylver and many other towns and cities still need to be cleared and reclaimed. Undead haunt many of the ruins and consequently clerics and those skilled in fighting such foes are in high demand. Naturally, necromancers and those of a similar ilk are drawn to these places and such must be defeated before they can establish powerful armies of the slain. Bandits and bands of humanoids lurk yet in the untamed portions of the land preying on isolated communities and the forces of the occupying powers.

Alternatively, adventurers could act as the protectors of a community beset by the depredations of their neighbors. In such a war torn country, the smallest resource (perhaps an unspoiled spring or grazing ground) are of the utmost importance and can mean the difference between a community's survival and its destruction.

Of key importance is the reestablishment of trade and agriculture in the region. The passage of merchants and the wealth, foodstuffs, and trade goods they bring is vital to the long- (and short-) term survival of many communities teetering on the verge of starvation. The priesthood of Zilchus is particularly keen to reassert their long-lost control over this region and as one of the few influential non-evilly aligned powers of the region is a natural sponsor of the PCs' efforts. Adventurers are also in high demand in the region as caravan guards and as bodyguards.

Before its fall, Medegia was a rich and prosperous land, her nobles growing fat upon the sweat of the peasantry. Considerable wealth was

concentrated in the great cities of Mentrey and Pontylver, little of which has been accounted for. Adventurers could be drawn to Medegia either by tales of this great lost wealth or by a map or employer purporting to know the location of a hastily buried trove. The PCs could also be hired to ascertain the fate of a specific individual lost in the chaos of the fall. Wealthy employers may even engage adventurers to retrieve an individual's remains so that they may be returned to life.

Fully one quarter of Medegia is as yet unclaimed by either Rel Astra or the United Kingdom of Ahlissa. The Free Lords of Medegia welcome whatever aid they can get in their struggle against the foreigners who seeks to carve up their land. Powerful adventurers could make their names (and fortune) in such a place bringing law and order to the chaos that reigns there. Such individuals would then be in a strong position to negotiate ennoblement by their sponsor.

COMMERCE AND TRADE

Commerce and trade died in Medegia when Ivid's armies crossed her borders.

Prior to the Greyhawk Wars, Medegia was a fertile land exporting cloth, and an incredible variety of foodstuffs, including corn, wheat, fish, salted beef and dairy products. Now, fields lie fallow and choked with noisome weeds, while whole villages and towns have been abandoned or destroyed. Many of the original population have been dragged off into slavery or to an even worse fate in the Abyss. Those still scratching out a living are either close to starvation or dependant on Ahlissan or Rel Astran largesse. Many are deranged, their minds unhinged by the horrors they have survived. The exhausted gold panning settlements of the Flamni's Nugget Run have been abandoned and the few gem mines in the Hestmarks have long since slipped from Medegian control.

Since 584 CY the system of roads linking Medegia's major settlements has fallen into disrepair and are now stalked by desperate bands of brigands, army deserters, and worse. The only highways still enjoying significant traffic is the enchanted dirawaen road linking Pontylver to the Ahlissan cities of Nulbish and Pardue. The villages and small towns straddling this thoroughfare are the safest and most prosperous parts of Medegia. In many of these small, but heavily garrisoned settlements life has returned to some semblance of normality, although the populace are insular and don't take kindly to strangers (unless they have coin). Much of the dirawaen road linking Pontylver to Mentrey is still contested, though Ahlissan troops continually patrol its western stretches, reducing the number of bandits prowling there.

DIRAWAEN ROADS

At its zenith the Great Kingdom of Aerdy held sway over three-quarters of the Flanaess. To facilitate troop movements and trade, Aerdi mages harnessed enslaved earth elementals to craft a network of magical roads linking the major cities of the kingdom together. These highways were enchanted to speed movement along their length and to resist the effects of inclement weather.

Schandor, the famed architect of the Aerdi legal system, decreed that landowners whose holdings abutted the roads were legally obliged to provide secure accommodations for travelers. In many places these fortified coaching inns and walled tavern compounds still exist. In old Medegia, military camps are often centered on these waystations. Consequently they are some of the safest places in the entire country. Toll stations likewise stud the dirawaens' length, set roughly 10 miles apart. In many cases small villages sprang up around these strongly built buildings, some of which are still populated.

ENCOUNTERS IN MEDEGIA

Traveling through Medegia is a perilous affair. The Aerdi have occupied Medegia's heartlands for over a thousand years and have long since slain most dangerous predators. Thus until the See's destruction travel within its borders was relatively safe. Now, though, unwary travelers are likely to be set upon by wretched and starving peasants desperate for food, bandits seeking loot, greedy humanoids, wandering undead, or worse. Little of value remains in Medegia and what does remain is too strongly held or too well hidden for this disorganized rabble to gain. In the occupied zones, encounters with organized patrols of soldiery are frequent.

A few heavily guarded and brave (or desperate) merchants also journey in Medegia either supplying occupying troops or extracting the few remaining coins from the half-starved populace.

OCCUPIED AREAS ENCOUNTERS

Roll	Encounter
01	The Walker[2]
02-04	messenger (Ftr2, light warhorse)[1]
05	corpse
06	tall stone monolith[2]
07-10	abandoned wagon
11-14	campsite (unoccupied)
15-18	elite knights (1 Ftr5, 1 Clr4 - Hextor, 10 Ftr2, 12 heavy warhorses)[1]
19-21	migrating peasants (1-12 Com1)
22-24	unemployed mercenaries (1 Ftr3, 15 War1)
25-28	adventuring party(Ftr4, Clr4 (Hextor), Wiz3, Rog4, Rgr3)
29-32	abandoned farm and fallow fields
33-36	travelers (Variable makeup)
37-50	patrol[1] (small: 1 Ftr5, 1 Ftr3, 10 War1)
51-52	peasants (wagon, trade goods, 4 Com1)
53-56	dwindling village (25-50% of dwellings occupied; populace starving)
57-61	patrol[1] (medium: 1 Ftr5, 2 Ftr3, 20 War1)
62-63	funeral pyre (slain of recent battle)
64-72	patrol[1] (Large: 1 Ftr7, 4 Ftr3, 40 War1)
73-83	merchant caravan (5 wagons; 1 Exp6, Ftr3, 20 War1)
84-87	bandits (1 Ftr4, 1 Sor4, 1 Rog3, 10 War1)
88-93	Ghost
94-100	Hextorites (1 Ftr7/Clr2 – Hextor, 1 Clr8 – Hextor, 3 Clr 5, 5 Ftr3)

[1]: Of the occupying power; either the Royal Kingdom of Ahlissa or the Solnor

Compact.
[2]: See "The Walker" sidebar for more information.

UNOCCUPIED AREAS ENCOUNTERS

Roll	Encounter
01	The Walker[3]
02-04	ghost
05	abandoned village
06	tall stone monolith[3]
07-10	merchant caravan (3 wagons; 1 Exp3, Ftr2, Rgr1, 10 War1)
11-14	campsite (unoccupied)
15-18	migrating peasants (1-12 Com1)
19-21	burnt-out farm and fallow fields
22-24	patrol[2] (Fake: 1 Ftr3, 1 Wiz3, 5 War1)
25-28	battle site (5-10 corpses; bandits and soldiery)
29-32	orcish raiders (1 Bar3, 1 Ftr3, 8 War1; in the employ of independent power)
33-36	grave
37-50	patrol[1] (Small: 1 Ftr5, 1 Ftr3, 10 War1)
51-52	orc traders from Montesser (1 Bar3/Ftr2, 1 Clr2 – Luthic, 10 War2)
53-56	dwindling village (25-50% of dwellings occupied; populace starving)
57-61	patrol[1] (Medium: 1 Ftr5, 2 Ftr3, 20 War1)
62-63	wandering undead (10 medium skeletons)
64-72	patrol[1] (Large: 1 Ftr7, 4 Ftr3, 40 War1)
73-83	starving peasants
84-87	bandits (1 Ftr4, 1 Sor4, 1 Rog3, 10 War1)
88-93	wandering undead (10 medium zombies)
94-100	abandoned wagon and corpses

[1]: Of either the Royal Kingdom of Ahlissa 01-45%, Solnor Compact 46-70, or independent power 71-100%.
[2]: Bandits who have slain a small patrol and taken their possessions.
[3]: See "The Walker" sidebar for more information.

THE WALKER

Perhaps one of the most mysterious features of Medegia, this legendary personage has tirelessly trod the fertile plains east of the Mikar since Oeridians first came here a millennium ago. Youthful, but ageless, he is taciturn, although friendly if approached, and appears unaffected by any attempts to harm or hinder him.

Rumored to be an aspect of Celestian or Fharlanghn, a being undergoing divine transformation, a disguised fiend, or a ghost forever cursed to stalk the land, his true purpose remains unguessable to all but the most puissant scholars of the ancient and arcane. Before the Greyhawk Wars, learned scholars including *Karstanna of Mentrey* (LN female human wizard 15) and the aptly named *Barnand Wide-Belly* (N male human wizard 6/cleric 5 [Boccob]) studied the Walker in great detail, discovering that he left a trail of abjuration and transmutation magical energies in this wake. His travels seem to centre on Mentrey and this revelation immediately led to several fruitless attempts to destroy the Walker by Hextor's faithful who perceived his actions as threatening.

These studies are now lost in the wrack of Mentrey and Pontylver and their authors are thought slain. The Fiend Sage of Rel Astra is known to have sponsored several expeditions to recover these treatises (or the author's remains) without apparent success. Others are also known to be searching for these tracts including *Raesene Grey-Cloak* (N male human wizard 10/sorcerer 2/cleric 1 [Boccob]) who is believed to work at the behest of *Rillikandren* (N male human wizard 5/cleric 16 [Boccob]), the former patriarch of Boccob, lost now along with his book of prophecies in the mysterious ruins of Rauxes.

Since Medegia's fall, smooth stone monoliths twice man-height have suddenly began to appear at the focus points of the Walker's energy web. Like their creator, these featureless stones seem impervious and radiate a magical aura of stronger intensity than the energies converging upon them. What purpose they serve remains unknown although several theorize that this development indicates that the Walker nears the end of his long journey.

A fragmentary scroll written in

Ancient Oeridian and penned in a firm, elegant hand gives perhaps the best clue to the Walker's true purpose. Much of the text is faded and unreadable, but divinations have dated the writings at around 1,100 years old. All that remains is this:

"When the eternal wanderer is at last at rest and the nexus is in conjunction with the Oerth Stone, the taint of the Accursed will be cleansed from the sacred land."

GAZETTEER OF OLD MEDEGIA

Chief amongst the locations of interest within Medegia are the devastated cities of Mentrey and Pontylver, which may yet hold great wealth. Several half-forgotten Flan sites dot the land and abandoned farms and villages can also be found in the more chaotic portions of Medegia.

CITIES AND TOWNS OF MEDEGIA

Mentrey (Large Ruined City)

Non-standard (Contested)
AL LE
GP Limit 5,000gp
Assets 800,000gp
Population 3,200 (Mixed (human [OSf] 2,203, half-orc 532, halfling 132, dwarf 106, half-elf 98, gnomes 76, elves 53 [sylvan 45]).
Authority Figures

Brandesk Darlen (LE male human fighter 12) military leader of the Council of Lords;

Elmhern Karn (LE male human

Rog6) member of the Council of Lords;

Elristivii Fillinski (CE male human ranger 6/rogue 3) Sea Barons mercenary captain and member of the Council of Lords;

Ishandrenn Heralann of Mentyr (LE male human aristocrat 3/fighter 4) dispossessed noble, self-styled war captain and member of the Council of Lords;

Palderenn (NE female human wizard 5/rogue 3) influential and wealthy merchant and member of the Council of Lords.

Important Figures

Kekrav Sevir (LE male human monk 7/wizard 2) treasure hunter and sage;

Brouka Mona (LE female human sorcerer 9) advisor to Elristivii Eillinski.

Montesser (Large Town)

Conventional (Theocracy)
AL LE (LN)
GP Limit 55,000gp
Assets 617,500gp
Population 2,469 (Mixed (orc 1654, half-orc 324, human [So] 243, orogs 247)
Authority Figures

Bhargeval (LE [LN] male half-orc ranger 8/cleric 3 - Bahgtru), commander of town's defenses; Shauntru (LE [LN] female orc cleric 9 [Luthic]), matriarch of Montesser.

Important Figures

Froznir Delrrii (LE male human rogue 7), Sea Baron merchant and pirate.

Pontylver (Ruined Metropolis)

Non-standard ruin
AL LE
GP Limit 5,000gp
Assets 750,000gp
Population 3,000 (Mixed (human [OSf] 2,733, half-orc 212, halfling 31, dwarf 10, half-elf 8, gnomes 6)
Authority Figures

Prince Gartrel of House Darmen (LE male human fighter 10)

Falrenn of House Darmen (LE male human fighter 4/cleric 11 – Hextor), commander of the Ahlissan garrison

Important Figures

Myrrha (LN female human cleric 11 [Stern Alia]).

MENTREY

After Medegia's fall, Mentrey was the site of fierce fighting between competing factions of men and orcs. In 589 CY the leader of one of the factions – a one-armed orog – fell to the blade of an unknown freesword. Their leader slain, the remaining humanoids largely fled the city or were slain and by early 590 CY the city was again wholly in human hands.

The capital of Medegia, many buildings of graceful design once adorned the avenues and thoroughfares of this grand city. Lofty temples, courthouses, noble townhouses, the city treasury, and the personal demesne of the Holy Censor all stood in Mentrey.

As the name suggests, Old Mentrey is the most ancient district of the city. Old Mentrey is a district of winding streets and narrow lanes dating back centuries. It was the stronghold of the orcish faction that held the city after the Greyhawk Wars, and suffered badly at their hands and in the fighting that drove them from the city. Now occupied largely by refugees from elsewhere in Medegia, *Brandesk Darlan* (LN male human fighter 12) claims the district as his private fief and billets his private army here.

North of Old Mentrey lies Northmedes, which once housed Mentrey's artisan and merchant classes, now either dead or scattered to the winds. Only a few craftsmen remain – largely those of use to the Free Lords: armourers, blacksmiths, swordmakers and stonemasons.

A few brave (and well protected) merchants – mainly from the Sea Barons or the Lordship of the Isles– come to Mentrey to peddle their wears in the city's Grand Plaza and Gallows Market in the Censor's Quarter. Once the center of religion and government in Medegia, the temples and grand buildings are now gutted shells. The Council of Lords – a talking shop for the most powerful of the Free Lords – sits in the burnt out throne-room of the Censor's Palace. This once opulent building stands in its own walled-off demesne, though the area's ornamental gardens have long since given way to military encampments and camp-follower squats.

The Lords' Quarter, in the south-east of the city, began as a series of walled manors outside the walls of Old Mentrey. These estates were swallowed up when the city expanded in the heydays of the Great Kingdom, though the quarter remained the refuge of the aristocracy. Since the rise of the Free Lords, many of the old manors have been claimed by warlords and their armed retinues, notably, *Elmhern Karn* (LE male human rogue 6).

The detritus of war still lies strewn throughout the city. Several districts were totally demolished in the street battles that ebbed and flowed here in the late 580's. Choked with charred rubble, partially buried cellars, and collapsed sewers these areas – known as The Burns, are still considered dangerous by the city's inhabitants.

The city is still in terrible condition. Haphazard re-fortification of the city walls has taken place and the street barricades so prevalent in some portions of the city have been reinforced in key areas. However, some parts of the old slums are little more than wastelands of rubble and splintered wood, but even here the destruction pales into insignificance when compared to that wrought upon Pontylver.

Mentrey is still recovering from almost a decade of chaos. A Council of Lords has arisen out of the strife of the early 590s, providing a haphazard form of government. This loose coalition of warlords, robber barons, and gang leaders came together in the face of the threats to their power posed by Ahlissa and Rel Astra. Led by Brandesk Darlen, the Council members' various militia bands united to inflict a humiliating defeat on Rel Astran forces when they attempted to storm the city in 592 CY. This defeat was so all-encompassing that since then no organized attempt to subdue the city has been made by either Ahlissa or Rel Astra. Mystery surrounds the actual battle itself, as the many tales of how the numerically inferior and apparently out-matched forces of Mentrey managed to decimate the attacking host vary widely and contradict each other in almost every detail.

Since the battle, in reality little more than a massacre – Brandesk's

star has begun to wane. His most vociferous opponent, Elmhern Karn has had much success in stoking the suspicion and jealousy of his fellow warlords on the Council; spreading rumors that Darlen plans to overthrow the Council and seize the city for himself. In public, Elmhern argues that the threat of military action against the city is fading and the time to elect a new military leader is overdue. Brandesk rejects this opinion, pointing out that neither Ahlissa nor Rel Astra have given up their claims to Mentrey. However, the more Brandesk refuses to resign his command, the more the suspicions in the minds of his fellow Councilors grow. Observers predict a schism within the Council (or assassination attempt) must come soon.

Scarlet-clad strangers offering intelligence, coin and sorcerous aid approached the Council elders in 592 CY. While their offers of assistance were rejected, the seers were not expelled from the city, prompting much speculation amongst the populace as to the purpose of their presence.

Fragmentary ancient Oeridian records suggest that Mentrey was built on a site of almost unmatched holiness, being founded on, or near, the final resting place of Johydee the legendary seer and priestess. If this is true, the site is now lost, obscured by centuries of building, power struggles (both temporal and religious), and the destruction wrought by the total breakdown of civil order. Rumors of a shadowy cult dedicated to guarding the secret of the Sepulcher of the Hidden Empress abound.

PONTYLVER: CITY OF RUINS

The shattered ruins of this sprawling metropolis occupy a strategic position at the mouth of the wide and sluggish Flamni River. Pontylver was once a hub for trade in the south-eastern Flanaess. The ships of a dozen nations moored at Pontylver's docks and her markets rang to the sound of many tongues.

Stout city walls protected the populace from the ravages of Duxchan pirates and other foes. The city's oldest ward, the High City, sat atop high bluffs overlooking the river and held the palace of the city's prince and the houses of many of its most ancient families.

North of the High City stands a second bluff, crowned with the Halls of Slaughter – a massive fortress temple dedicated to Hextor. The wooded slopes below the Halls were home to the villas and mansions of Pontylver's moneyed classes.

Andorann's Way, a long winding avenue linking the city's two main gates, ran along the valley between the two hills. Here dwelt inordinate number of priests, wizards, sorcerers, sages and seers. This learned congregation gave Pontylver its name as a centre of lore and study. The Archon's Seat, the chief temple of the city's patron goddess, Stern Alia, was situated here.

Most of Pontylver's harbors were on Keritharn, a heavily fortified island set in the broad, sluggish Flamni estuary. Connected to the city by a massive, stone-flagged causeway and sea wall (the Stormward), Keritharn is blessed with many sheltered, deep-water anchorages. Due to silting and ever-shifting sandbars, the waters separating the island from Pontylver proper are too shallow to accommodate anything but river barges. Cargoes were unloaded from ocean-going ships on Keritharn and transferred to the river barges moored along Pontylver's waterfront.

The heart of the port was the ancient Watertown – a warren of warehouses, merchant's compounds, and hostelries. The district had an unsavory reputation with vagrants, beggars, and thieves thronging its warren of alleys.

Though founded by Oeridians, the city was home to a significant Suloise community – immigrants from the Duxchan and Lendore Isles. The Suel dominated shipbuilding and related crafts and clustered in a district known as the Keelsands, in the south of the city.

City of Ruins

In the summer of 584 CY, the armies of the Great Kingdom razed Pontylver to the ground. The city's impressive fortifications and mystical defenses availed it naught against the fiendish and mundane forces arrayed against it. Of Pontylver's pre-war population of 30,000, barely a tenth survived. The great temples dedicated to Wee Jas, Pyremius, Xerbo, Procan, Zilchus and Stern Alia were reduced to heaps of scorched and tumbled rubble. The only building of note to survive the frenzied orgy of destruction was the Halls of Slaughter. Now it stands alone atop its hill, a stark contrast to the surrounding sea of rubble. Its many gargoyles and convoluted carvings leer down at the destruction as if mocking the few insane survivors that linger.

The interior of the city is a nightmarish jumble of shattered brick and stone. Few individual buildings can now be discerned, save for the odd blackened shell rising here and there from the devastation. Streets and alleys are now no more than shallow troughs in the rubble. Piles of bleached and splintered bones lie strewn throughout the wreckage.

Since the city's fall, nature has begun to reclaim the ruins, though the magnitude of the evil wrought within has warped its growth. Thickets of stunted saplings, choked by tangles of thorn bushes and briars whose wicked barbs inflict festering wounds, have sprung up from the tumbled stone. The valley between the city's twin hills has become a suppurating mire, a breeding ground for disease-bearing insects, oozes, and carnivorous plants.

Unsurprisingly, undead of all sorts are rife in the ruins. A gargantuan corpse gatherer once haunted the city, until soldiers slew it with great loss in late 592 CY. Its remains are scattered over the blackened cornerstones of the Archon's Seat. Particularly resilient zombies and other undead still infest this area keeping treasure-seekers away. The undead often use the dense sea fogs (known locally as the Harr) rolling in from the estuary as cover for raids on the Ahlissan pickets on the Stormward and Keritharn. As a result, the sight of the Harr rolling in sets alarm bells ringing and causes no small measure of dread among the island's defenders.

As if this were not enough, a strange, pernicious curse blankets

Pontylver's ruins. Those spending time within the city proper often degenerate into homicidal mania. Sages theorize that the magnitude of the death, suffering, and violence perpetrated here have left behind an echo of sorts, affecting those predisposed to violence especially. Others point to the unusual numbers of fiends said to have stalked the wreckage of Pontylver after its fall. The curse does not seem to reach as far as Keritharn, although it is unknown why.

Even Ahlissa's hardened veterans blanch at the prospect of exploring the city proper. Clerics always accompany Ahlissa's heavily armed incursions into the ruins. Gartrel's nephew, the charismatic and iron-willed *Prince Falrenn of Darmen* (LE male human fighter 4/cleric 9 [Hextor]) is the provost of the city and the commander of the garrison.

KERITHARN

Keritharn's sheltered harbors are now clear of the gutted hulks of vessels caught trying to flee Pontylver's fall. The Ahlissans have also repaired the isle's formidable defenses. Ahlissan efforts now focus on the reconstruction of Keritharn's shipyards. Once complete, these facilities will enable Ahlissa to construct its "Grand Fleet of the Solnor." Ostensibly, the fleet's primary task is to wrest control of the vital Tilva Straits from the Scarlet Brotherhood. However, Rel Astra and her allies rightfully fear that Ahlissa then plans to use her fleets bring the Solnor Compact to heel.

The battered length of the Stormward still stands resolute. The watchtowers that studded its length and the towering temple-lighthouse of Procan that stood at its midpoint were destroyed during the city's destruction. Ahlissan engineers have rebuilt several of the Stormward's gatehouses to defend Keritharn from the undead prowling the city proper.

As a sign of Pontylver's importance in Ahlissan planning, the capable and ruthless *Prince Gartrel* (LE male human fighter 10) moved his seat here in late 591 CY. He monitors Rel Astran troop movements from his fortress atop Keritharn and directs Ahlissa's growing hegemony over Medegia.

Features of the City of Ruins

The suffering, destruction, and death inflicted on Pontylver is almost unrivalled in the history of the Flanaess. The fell energies released by this orgy of depravity have leached into the very fabric of the city.

Terror of the Ruins: A massive unhallow spell linked with a modified cause fear affect, blankets Pontylver's ruins. Individuals exploring the ruins must succeed on a DC 12 Will save every hour or be shaken for the duration of their exploration and for 1d4 hours afterwards.

Madness: In addition, for every full day spent in the ruins, explorers must succeed on a DC 16 Will save or be driven mad by the unremitting desolation of the place. Treat such individuals as if subjected to a *confusion* spell (CL 12th). This effect is permanent until removed by *dispel magic*, *break enchantment*, or *remove curse*.

Rubble and Ruins: The going underfoot in Pontylver is particularly treacherous, much of the city being little more than piles of rubble. While in the city proper, explorers are, at best, considered to be moving through areas of uneven floor (treat as uneven flagstones) covered with light rubble. Normally however, explorers must traverse areas equal to uneven floor covered with dense rubble (DMG 60).

DORNELAN

The scene of a fierce battle toward the end of 592 CY between Ahlissan forces and deserters from the ill-fated Glorioles Army, this large village stands in the vanguard of Ahlissa's holdings in Medegia. Heavily garrisoned with both cavalry and infantry units, probes are launched almost daily from here deeper into Medegia. The garrison, commanded by the aggressive *Emmara Cordrenn* (LE female half-elven ranger7/fighter 3), has improved the village's makeshift defenses, excavating an additional steep earthen bank and dry (now detritus-filled) moat around the settlement. With the rule of law reasserted, a small trickle of camp followers has settled here, claiming abandoned buildings and farms as their own. Inevitably this has caused friction between the newcomers and original inhabitants. Several "accidental" deaths have resulted and tensions are steadily increasing.

BARRISH

A run down and dilapidated fishing village traditionally administered by House Garasteth, Barrish is a miserable place. After a pirate raid in Flocktime 585 CY, the previous lord, *Prince Alaern* (NE male human aristocrat 2/fighter 1), sold the village in its entirety to the self-styled *Lady Arrness* (NE female human wizard 10) and her consort, the deadly and merciless *Tellish* (LE male human cleric 5 [Syrul]/rogue 5/assassin2) before disappearing. The burly, black-haired and black-hearted *Ascue* (LE male half-orc cleric 5 [Syrul]/fighter 7) commands a small force of well-trained followers who also crew The Isles, a sleek warship often berthed in Barrish's sheltered harbor. These Lendorian refugees freely allow their pirate brethren use of their harbor.

Although black-hearted as fiends, Arness, Tellish and Ascue are canny and do not overly abuse the populace. Since their arrival things have grown steadily better in Barrish; fields surrounding the village are well tended, the fishing fleet has been repaired, as have the dilapidated defenses and the influx of freebooters brings much needed wealth to the inhabitants.

The village is dominated by two buildings; the Hall of the Eternal Horizon and the ancient cliff top demesne of House Garasteth. *Harmin* (LN male human cleric 8 [Osprem]) tends the former. Now in his late forties, Harmin is famed for his immaculately trimmed beard and magical golden full plate armor.

THE RUINS OF GURTHANAL

Gurthanal lies atop a long range of gently sloping hills overlooking the Spindrift Sound. Founded by the Flan as a place of refugee thousands of years ago, it has been held and expanded upon by successive owners. Originally a hill fort consisting of three concentric

rings and deep ditches, the Oeridians built a small watchtower here after they subjugated the area. Falling into disrepair, it was not reinforced until after the Turmoil Between the Crowns, when followers of Hextor claimed Medegia. A large monastery and extensive outbuildings along with a curtain wall were added. A place of dark worship and bleak aspect, prisoners of worth were also incarcerated here during the reign of the Censors. Rumors also identified the locale as an important site in the veneration of Ahmon-Ibor, and described in lurid details the sacrifices and other abominable rites carried out there.

A veritable bastion of evil, Gurthanal's extensive fortifications warded it from the worst of the Imperial incursions following the Almoran Raid. Under siege for several months, the Hextorites held out until the encircling forces disintegrated into chaos. The defenders' success was short lived, however, as something fell upon and consumed many of the garrison as the first snows of winter fell. The few survivors spoke of a great many-tentacled demon emerging from one of the rough-hewn menhir dotting the hills and the site was avoided thereafter until the Flight of the Fiends.

Toward the end of 593 CY, a powerful warrior-animus claimed the fortifications as his personal demesne, repairing some of the outworks and reinforcing the central keep. Tales told by terrified peasant folk speak of great work gangs being forced to excavate swaths of the area as if the animus, a Hextorite named *Lord Farland of House Naelax* (LE male animus aristocrat 1/fighter 8), was searching for something long lost beneath the sod of this forsaken place.

MONTESSER

Seven years ago the settlement of Montessor didn't exist. Established and led by a charismatic priestess of *Luthic* (lesser NE orcish goddess of fertility, medicine, healing, servitude, caves and home) the orcs settling here simply tired of war, instead electing to carve out a home for themselves on the shores of the Solnor Ocean. Despite these decidedly unorcish ideals, life in Montesser is brutal and disciplined. Wrongdoers are dealt with in typical orcish fashion and society is organized along martial lines.

The original settlers were deserters from the imperial forces responsible for the sack of Mentrey, but since the settlement's founding, numbers of both orcs and half-orcs have increased dramatically. A number of orogs have also been reported to be amongst the population. Roughly 1,600 orcs and 300 half-orcs now dwell within the town. Small outlying settlements (often of less than 20 individuals) dot the hills surrounding Montesser, raising the total population to around 3,500. Several different tribes are represented within Montesser including the Bloodied Eye, Ragged Banner and Red Bones.

The original settlement was little more than a shanty town built of wood looted from other abandoned or destroyed villages nearby. The orcs plant crops haphazardly on the fertile banks of the minor river that gives this place its name. Goats are grazed in the surrounding hills and limited fishing was even attempted in a couple of (stolen) battered but serviceable fishing boats.

In the intervening years the settlement has expanded several times and is now enclosed by thick earthen ramparts and steep stake-lined ditches. Several important buildings within the town are now of stone construction and the orcs now operate a small fleet of fishing vessels. Learning from their earlier mistakes, the orcs' farming and fishing skills are steadily improving.

One feature of note within the town is the walled compound of *Froznir Delrrii* (LE male human rogue 7), a native of the Sea Barons. A consummate mariner and trader, Froznir first discovered Montesser in early 586 CY. Although initial contact between the two groups was violent, subsequent (cautious) negotiations resulted in a mutually profitable exchange of trade and information. Thanks to his efforts, the orcs of Montesser are much better equipped than they were a decade ago. In exchange, the orcs allow Froznir safe anchorage and his men are able to move freely about the town. He is keenly interested in the power struggles within old Medegia and the orcs share all they learn with him.

Although not territorially ambitious, the orcs of Montesser have fought off several assaults by determined bands of sellswords, mercenaries and bandits intent on looting the settlement. Typically the orcs have wrested much equipment from their defeated foes, chief amongst which are several score of warhorses, the riding of which they have long since mastered. They are ever vigilant to further assaults; approaching this settlement surreptitiously is incredibly dangerous.

Montesser is a theocracy ruled by *Shauntru* (LE [LN] female orc cleric 9- Luthic) a now elderly, but wise matriarch. Single-minded in her desire to protect the young of Montesser, Shauntru can be an implacable enemy to those earning her ire. *Bhargeval* (LE [LN] male half-orc ranger 8/cleric 3 - Bahgtru) a monstrously strong warrior devotedly assists Shauntru in the defense of the town. The closest thing the town has to a general, Bhargeval directs the town's defenders in times of both peace and war.

INTRIGUES AND WHISPERS

Medegia is a land engulfed in turmoil and strife. Although the Greyhawk Wars drew to a close almost a decade ago, Medegia is still a battleground, in which Ahlissa and Rel Astra jostle for advantage while slowly increasing their holdings, while the Free Lords and smaller independent fiefs fight to remain free of outside influence.

Ahlissan and Rel Astran interest in the activities of the Walker have led to several attempts to interrupt his progress. Neither state has been remotely successful although both now seek to understand the nature and purpose of the smooth stone monoliths that have begun appearing in his wake since Medegia's fall.

Much of Pontylver remains unexplored. Many of the priesthoods and learned scholars of that ill-fated city were extremely wealthy. The lure of these lost riches makes it easy

for Commander Falrenn is keen to attract adventurers prepared to clear the inner precincts of the city, despite the horrific perils therein.

Unseasonably heavy rains thwarted the attempts of Mentrey's populace to flee with their riches. It seems highly unlikely that this vast wealth was looted, as the Imperial forces that survived the sack of the city did not bear away any great wealth. Therefore, whole fortunes must still lie hidden in or around the former capital.

Slavery is once again on the rise and rumors are rife that scarlet-garbed strangers have been seen throughout the See attempting to muster resistance against encroaching Ahlissa and Rel Astra forces.

The cult of Ahmon-Ibor, a remnant of the depraved Ur-Flan, has once again begun to practice its dark rituals, dragging screaming victims to their deaths on bloodstained altars. Also named the Sibilant Beast, the cult's patron is more commonly known as Demogorgon.

FAITHS OF MEDEGIA

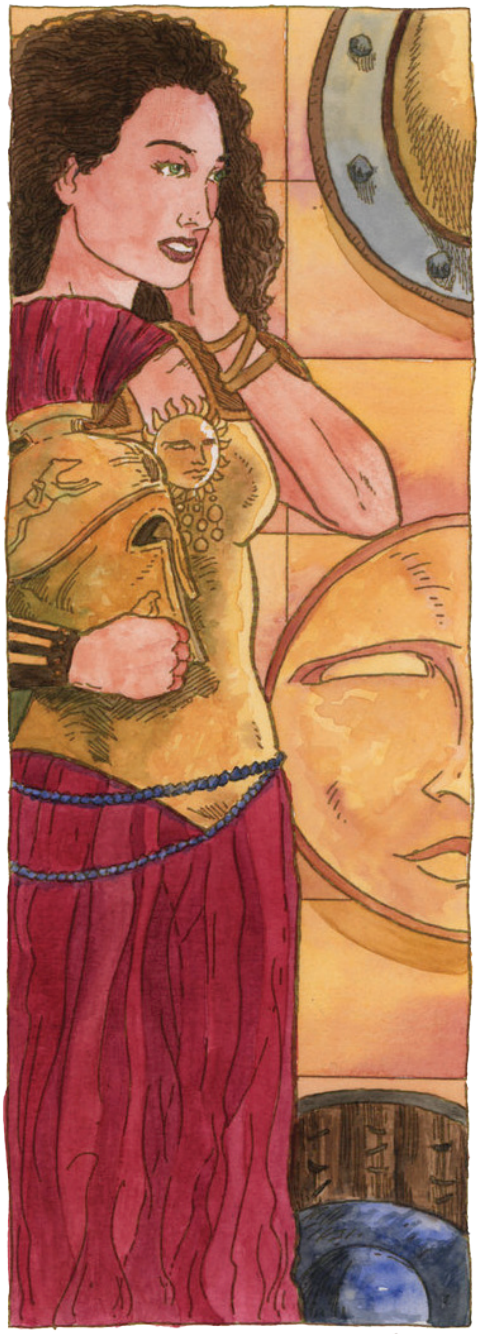
STERN ALIA

LN (LE) Oeridian demigoddess of Oeridian Culture, Law, Motherhood
Domains: Knowledge, Law, Protection; Weapons: heavy mace.

Stern Alia (STERN-Alia) is mother to the Oeridian war gods Hextor and Heironeous. A little known power, during the Great Migrations she was eclipsed in standing by her more illustrious progeny. In recent years she has been reduced to little more than a local saint worshipped in the See of Medegia. Prior to the Greyhawk Wars the ascension to the throne of a new Archon in Pontylver's Temple of the Unalterable Way led to a schism within the faith. Only now are the faithful recovering from the corruption that marked this deep division.

Her holy symbol is a balanced set of scales set about a flaming sun.

The salvation of the Oeridian people lies in the strict adherence to law. Obedience is the greatest



Stern Alia

gift. From law flows the strength and resolve to combat chaos and disorder. Manipulation of the law for personal gain is the greatest sin; lawbreakers must be hunted down and punished to deter future transgressors. Children should be nurtured above all others for in them lies the future. The long and glorious history of the Oeridian people must be preserved so that future generations may study the wisdom of their antecedents.

Stern Alia's followers are unbending in their adherence to the Code of Justice set out by the lawmaker Schandor. In Medegia they acted as

gift. From law flows the strength and resolve to combat chaos and disorder. Manipulation of the law for personal gain is the greatest sin; lawbreakers must be hunted down and punished to deter future transgressors. Children should be nurtured above all others for in them lies the future. The long and glorious history of the Oeridian people must be preserved so that future generations may study the wisdom of their antecedents.

Stern Alia's followers are unbending in their adherence to the Code of Justice set out by the lawmaker Schandor. In Medegia they acted as judges and magistrates as well as historians and archivists. Adherents also operated a series of workhouses across the See wherein the destitute or orphaned could gain a proper (if harsh) education.

*

MORDENKAINEN

By Rick Miller

Special Thanks to Mike Johnson

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In the World of Greyhawk campaign setting, the archmage, Mordenkainen remains one of the most powerful archmagi of the Flanaess. The oft feared and respected archmage plays a pertinent part in many expeditions and recovery of arcane lore and artifacts. In fact, few spellcasters have never heard of his fantastic exploits as most mages know at least one spell he originally researched. He is perhaps most notable for being the shadow-leader of the Circle of Eight, a cabal of eight wizards bent on controlling and responding to events of import throughout the Flanaess.

History

Sages speculate that the archmage, Mordenkainen was born in 509 CY, somewhere along the Wild Coast region of the Flanaess. Rumors place his residences everywhere from Highfolk to the Wild Coast, to the City of Greyhawk and his current residence in the Yatil Mountains. The eighty-nine year old archmage's history is perhaps just as sketchy as the designs of the man himself. Some claim that he is a descendant of Ganz Yragerne, first Landgraf of the Selintan, which also places him as distant relative to Zagig and Heward. While others claim he is of Oeridian blood, possibly Aerdi and distantly related to House Cranden, one of the royal houses of the Great Kingdom of Aerdy.

Thirty-seven years ago he founded an adventuring group known as the Citadel of Eight, possibly inspired by Zagig's own Company of Seven, to explore the Flanaess and unearth its treasures and knowledge of lost civilizations. The group consisted of his then apprentice, Bigby, the renowned fighter Robilar, Riggby the cleric of Boccob, the zealous fighter, Yrag, the ranger Otis and from the shores of the Lake of Unknown Depth, the wizard Tenser and his slow-witted though well-meaning cleric friend of St. Cuthbert, Serten rounded out the group. The group named for the Obsidian Citadel, Mordenkainen's stronghold in the Yatil Mountains explored the Flanaess until Mordenkainen's darker actions brought him into conflict with certain members of the Citadel, notably the good wizard Tenser, who advocated direct intervention on the side of weal and who couldn't grasp why Mordenkainen would not dedicate himself and his band to the eradication of evil. The Citadel

disbanded after the Battle of Emridy Meadows, which is regarded by many as one of the most important events of the sixth century. Only Serten was present at Emridy Meadows, and he paid with his life.

After the dissolution of the Citadel, Mordenkainen remained great friends with the organization's most cunning fighter, Lord Robilar, and together they traveled the length and breadth of the Flanaess, from the City of the Gods in the northern wastelands of Blackmoor to the vine-choked crumbling pyramids of the Amedio Jungle. After years of viewing himself as a chess master amongst his peers, Mordenkainen naturally began to view such companions as pawns. When the opportunity to destroy Iuz once and for all presented itself to the wizard, he manipulated his longtime friend and ally, Lord Robilar into releasing the imprisoned demon-god, Iuz with the help of Riggby the Patriarch. Meanwhile, freeing himself from the disastrous consequences and the scorn of his more altruistic associates should the plan fail. After Lord Robilar was exiled from the City of Greyhawk and the sacking of his lordly lands the two split and despite an attempt to remain aloof from the consequences of his actions, Mordenkainen was left bearing the responsibility of his actions.

Two years after the dissolution of the Citadel, Mordenkainen in an attempt to reconcile the mistakes of the past formed the the Circle of Eight. Unlike the Citadel the Circle was formed from of a cabal of eight wizards with himself acting as the ninth "shadow member" and leader. Mordenkainen felt that the failure of the Citadel was due to its composition. He felt that such a group as he envisioned could only succeed if its members were "men of wizardly skill, whose interests were deeper than their coin purse."

In the years approaching the Greyhawk Wars, the Circle thwarted schemes throughout the Flanaess, from the jealous schemes of the demigod, Iuz's to the corrupt designs of the lich, Vecna and his puppet Halmadar the Cruel. Meanwhile, the Circlel sponsored explorations from the treasure-laden tombs of the Cairn Hills to the choking ash of the Sea of Dust. The Circle worked tirelessly making itself known in courts throughout the Flanaess from the corrupt Great Kingdom to the regal imperial kingdom of Keoland, thus achieving a measure of political influence. Then, at the very end of the wars, on the eve of the Day of Great Signing in the City of Greyhawk, treachery nearly destroyed the Circle of Eight. When Bigby, Tenser, and Otiluke inspected the Great Hall that would house the treaty event, they discovered ingenious magical traps meant to assassinate the assembled ambassadors and dignitaries. The silent archmage Rary of Ket, the only member of the Circle whose magical prowess rivaled that of Mordenkainen, then emerged from the shadows to congratulate his allies on their foresight. His schemes thwarted, the archmage of Ket lashed out at his former allies, slaying Tenser and Otiluke and gravely wounding Bigby. Worse, Mordenkainen soon received word that his greatest friend, the fighter Lord Robilar, had sacked the slain wizards' strongholds and destroyed their clones and soul objects, preventing their return to life. While, Mordenkainen could understand Rary's actions, begrudgingly, Robilar's betrayal hurt the most and seemed incongruous to his nature.

In recent years, Mordenkainen has turned his full attention to his position as leader of the Circle of Eight and to contemplate the mysteries of the planes. Mordenkainen continues to frequent the Free City of Greyhawk either for Circle business or to sponsor adventuring groups. The events of the Greyhawk Wars and their aftermath strike him as prophetic of the dark times revealed in the Tome of the Black Heart, discovered so very long ago beneath Maure Castle. For decades, he has been collecting his thoughts in a work known as the Codex of Mordenkainen. Archmages across the Flanaess would give anything to peruse its pages.

Factions And Allies

Mordenkainen's philosophies, demeanor, and deeds have earned him many friends throughout the years such as the lesser deity, Dalt, his former apprentice Bigby, Alhamazad the Wise, Gwydiesin of the Cranes, Ravel Dasinder, and the Silverbow Sages of Lendore. Of course, he has access to the full resources of the Circle of Eight and many contacts from his years in the Citadel of Eight. Rumors also suggest that he can sometimes be spotted visiting with his distant kinsman Heward, or traveling with Keoghtom and Murlynd, with Zagyg and Keoghtom, or with Keoghtom and Heward.

While he has many allies, Mordenkainen has just as many detractors. Among these are Lord Robilar, Tenser, and Yrag who consider him to be untrustworthy and a bit self-centered. While groups like the neutral druidic Hierophants of the Cabal, find his vision of balance wholly self-centered and somewhat arbitrary.

Mordenkainen has made many enemies over his lifetime, among them are Iggwilv, Tuerny the Merciless, Evard the Black, the demigod Iuz, Kermin Mind-Bender, Rary of Ket (aka the Traitor), Terik (Lord Robilar's brother), and Bilarro (Lord Robilar from a mirror world).

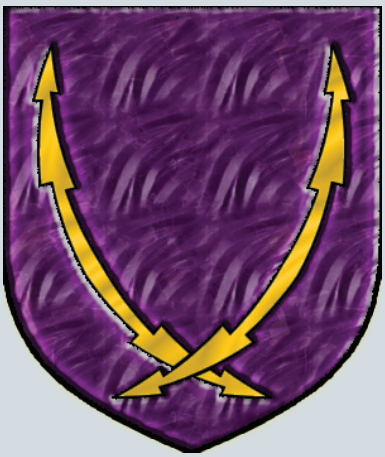
Origins of the Character

The character Mordenkainen, was created by Dungeons and Dragons co-creator Gary Gygax in the early 1970's as an on again, off again Non-Player Character/ Player Character. Mordenkainen's name is derived from the names Mordecai, a theophoric name referring to the god Marduk with the understanding that it means, "follower of Marduk" and Lemminkainen, a prominent figure in Finnish mythology. The character was a figurehead for Gary's home game which eventually evolved into the World of Greyhawk campaign setting in 1975. Though times have changed, the character has remained the same, retaining all of the intensity and drive that its creator gave him over three decades ago.

The Obsidian Citadel

Secreted deep in the perilous Yatil mountains lies Mordenkainen's base of operations is a dark grey symmetrical complex of towers and walled defenses protected by gale-force winds, swirling clouds, disorienting enchantments and illusions. The entire complex is warded with dimensional lock, guards and wards and other magical defenses that extend into the astral and ethereal planes to confuse those who would seek to enter by this route. Visitors to the citadel receive special gemstones or amulets which act as a find the path spell, so far as locating the citadel goes. In fact, few know the precise location of the citadel, while Tenser and Bigby know its exact location.

The Citadel is garrisoned by elite dwarven warriors, gnomish rogues, various humans and a small group of elves including the elven lords **Eraj** (LN; fighter 10, windrider 4) and **Felnorith** (LN; fighter 12, windrider 2), both of whom ride elite trained griffons. Further, a small tribe of cloud giants, a strong clan of stone giants and a very old silver dragon add to the conscript forces available from the surrounding mountains. Most of these forces loyally serve within the citadel in grateful return for Mordenkainen's help in protecting their clans and homes against marauding humanoids in the Yatil range, though some like Eraj and Felnorith are old adventuring friends.



Appearance, Attire and Mannerisms

Mordenkainen appears like a middle-aged gentleman of average build with pale-olive skin, piercing brown eyes, a bald pate, and a silver-streaked Van-Dyke goatee that ends in a point. He stands six-foot-two-inches tall and weighs roughly one-hundred-forty-two lbs.

Mordenkainen often dresses in the guise of a merchant when traveling, otherwise donning robes of blue, brown or black with decorative silver threading. Mordenkainen is never without magical defenses and wards, or magical items that boost his survivability in combat or his already impressive spellcasting abilities.

Mordenkainen appears aloof, if somewhat of a stubborn, difficult man that brooks no insolence from fools. Further, the archmage spends much time listening and analyzing than plying words. When he does speak his judgments are authoritative and rarely disputed.

The archmage of the Obsidian Citadel views himself as the master of the Great Balance on Oerth. His views and philosophies stem from decades enrapt in the rigors of arcane research. While, Mordenkainen has championed the banner of justice (during the Greyhawk Wars) he all too frequently maneuvers behind the scenes abetting abyssal forces. Though, he prefers to act through agents, Mordenkainen influences events to preserve a status quo within society, ensuring that no single faction gained the upper hand.

He is keenly aware of the responsibilities imposed upon a man of his stature, and has less time for magical research and study than he would like. His massive library overflows with stacked spell books which contain all known spells, except those particular to individual mages other than Mordenkainen himself-is increasingly filled with tomes on history and politics, and sheaves of written reports from his many servants and aides.

Mordenkainen CR 28

Male human wizard 26/ archmage 2
N Medium humanoid

Init +13; **Senses** arcane sight, darkvision 60ft., see invisibility; Listen +5, Spot +5

Languages Ancient Suloise, Baklunish, Common, Draconic, Dwarven, Elven, Flan, Old Oeridian, Sylvan *tongues*

DEFENSE

AC 40, touch 30, flat-footed 31 or with *epic mage armor* 50, touch 40, flat-footed 41

hp 270 (28 HD) displacement 50%

Immune mind-affecting, scrying

Resist fire 30; **SR** 35

Fort +27 **Ref** +27 **Will** +29

OFFENSE

Spd 30ft., fly 60ft. with *winged boots*

Melee *staff of fiery power* +23/ +18 (1d6+5 plus 1d6 fire, crit 20/ x3)

Base Atk +14; **Grp** +14

Atk Options impromptu metamagic (Dragon 357), mastery of elements, mastery of shaping

Combat Gear *rod of absorption* (20 spell levels stored), scroll of maximized *chain lightning* (CL 20th, DC 31) x3, scroll of *greater teleport* x3, scroll of *time stop* x2, *staff of fiery power* (38 charges), wand of *fireball* (CL 10th, 47 charges), *carpet of flying* (5ft. by 10 ft.), *silver key of portals*, winged boots of speed*

Spells Prepared

(Wiz 4/8/8/11/7/7/7/6/6/6/3/2):

(CL 28th; +23 ranged touch, +34 vs. SR)

11th – extended *epic mage armor*, maximized *meteor swarm* (DC 34)

10th - *let go of me*, maximized *polar ray*, quickened *delayed blast fireball* (DC 32)

9th - *mordenkainen's disjunction* (DC 33), *prismatic sphere*, quickened *greater dispel magic, shapechange*, *time stop*, *wish*

8th – *greater anticipate teleport*[spc], *horrid wilting* (DC 32), *maze*, *mind blank* (cast daily), *spell engine*[spc], *superior invisibility*[spc]

7th – empowered *disintegrate* (DC 30), *forcecage*, *greater teleport*, maximized *cone of cold* (DC 30), *mordenkainen's magnificent mansion*, *mordenkainen's sword* (+45 melee)

6th - *chain lightning* (DC 31), *contingency*, *globe of invulnerability*, *greater dispel magic*, *legend lore*, *mordenkainen's lucubration*, *repulsion* (DC 30)

5th - *arc of lightning*[spc] (DC 30), *break*

enchantment, *dominate person* (DC 23), *duelward*[spc], *greater fireburst*[spc] (DC 30), maximized *lightning bolt* (DC 28), *mordenkainen's faithful hound*

4th - *charm monster* (DC 28), *confusion* (DC 28), *dimensional anchor*, *force missiles*[spc], *orb of force*[spc], *otiluke's resilient sphere* (DC 29), *stoneskin*

3rd – *dispel magic*, *haste*, *hold person* (DC 27), *icelance*[spc] (+27 ranged touch, DC 28), *magic circle against evil*, *protection from energy*, *slow* (DC 27), *stinking cloud* (DC 28), *suggestion* (DC 27), *water breathing*, *wind wall*

2nd - *detect thoughts* (DC 26), empowered *magic missile* x2, *glitterdust* (DC 27), m*elf's acid arrow* (+23 ranged touch), *mirror image*, *scorching ray*, *web* (DC 27)

1st – *alarm*, *buzzing bee*, *disguise self*, *dispel ward*[spc], *guided shot*[spc], *identify*, *ray of enfeeblement*, *shield*

0 - *detect magic, detect poison*, *light*, *read magic*

[spc] = *Spell Compendium*

ABILITIES

Abilities Str 10, Dex 28, Con 24, Int 38, Wis 20, Cha 23 +5 inherent bonus to Dex, Con, Int, Wis, Cha

SQ unused class abilities

Feats Craft Staff, Craft Wondrous Item, Empower Spell, Epic Spellcasting[E] (Arcana), Extend Spell, Greater Spell Penetration, Improved Initiative, Improved Metamagic[E], Improved Spell Capacity[E] (10th & 11th), Intensify Spell[E], Maximize Spell, Quicken Spell, Scribe Scroll, Skill Focus (spellcraft), Spell Focus (conjuration & evocation), Spell Penetration

Skills Bluff +13, Concentration +38, Craft (alchemy) +32, Decipher Script +34, Diplomacy +20, Escape Artist +39, Intimidate +13, Knowledge (arcana) +45, Knowledge (architecture and engineering) +19, Knowledge (dungeoneering) +19, Knowledge (geography) +20, Knowledge (History) +29, Knowledge (local) +15, Knowledge (religion) +34, Knowledge (the planes) +34, Ride +10, Search +19, Sense Motive +13, Speak Language +4, Spellcraft +50, Use Magic Device +12

Possessions combat gear, *bag of holding* (type IV), *belt of many pouches*, *bracers of armor +10*, *cloak of greater displacement*, *crystal ball*, *dusty rose prism ioun stone*, gloves of dexterity +6, *oerdian robes of the archmagi**, *pearl of power* (4th, 6th), *ring of epic protection +6, ring of wizardry III*, *ur-flannae amulet of fortitude**, various spellbooks and components.

SPELLBOOK

Mordenkainen knows hundreds of spells, many of which he researched himself (and have some come into wide use on Oerth and on other worlds). He knows all the wizard spells in the Player's Handbook and most from the Spell Compendium. As new spells are researched by other mages and come into circulation, Mordenkainen is not slow to discover and scribe them into his own vast library of spellbooks..

Epic Spells Known: *epic mage armor, greater ruin, greater spell resistance, let go of me, ruin*, *safe time, superb dispelling*

SPECIAL ABILITIES

Impromptu Metamagic (Ex): Each day, Mordenkainen can choose one metamagic feat he possesses affecting spells with that without increasing the spell level or casting time. Mordenkainen can use this ability a number of times per day equal to 5 minus the level adjustment of the metamagic feat. Even though the ability does not increase the spell's level, Mordenkainen must be able to casts of the level the spell would be if he had applied the metamagic feat normally.

Mastery of Elements (Ex): The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping (Ex): The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

MAGIC ITEMS AND ARTIFACTS

Mordenkainen's Staff of Fiery Power

Minor Artifact

Price: priceless

Body Slot: carried

Caster Level: 26th

Aura: overwhelming; (DC 29) varied

Activation: standard

Weight: 4lbs.

DESCRIPTION

This adamantine and darkwood staff is shod with three rings at the center. The center ring is wrapped with a cold iron grip.

This *+5 flaming burst quarterstaff* combines the benefits of a *staff of fiery power* and a *staff of power,* while granting its wielder fire resistance 30 whenever held. When Mordenkainen wields the staff he gains a +2 luck bonus to AC and saving throws. Further, the wielder may use the staff to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (×3 on a critical hit) for 1 round. Unlike the staff of power, this staff may not be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.)

All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 8 × the number of charges in the staff, those 3 or 4 squares away take 6 × the number of charges in damage, and those 5 or 6 squares distant take 4 × the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him.

After all charges are used up from the staff, it remains a *+5 flaming burst quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.) In addition, it has the following powers:

1 charge -

- *continual flame*
- empowered *magic missile*
- extended *wall of fire*
- heightened *ray of enfeeblement* [9th]
- heightened maximized *lightning bolt* [5th]
- heightened maximized *fireball* [5th]
- *levitate*

2 charges -

- extended *globe of invulnerability*
- extended *summon monster IX* (elder fire elemental only)
- extended *wall of force* (in a 10-ft.-diameter hemisphere around the caster only)
- heightened *hold monster* [9th]
- intensified *delayed blast fireball*
- maximized *cone of cold*
- maximized *meteor swarm*

CONSTRUCTION

Prerequisites: Craft Staff, Craft Magic Arms and Armor, Extend Spell, Heighten Spell, Intensify Spell, Spell Focus (evocation), extended *globe of invulnerability*, extended summon monster IX (elder fire elemental only), extended *wall of fire*, extended *wall of force*, heightened *hold monster*, heightened maximized *fireball*, heightened maximized *lightning bolt*, heightened *ray of enfeeblement*, intensified *delayed blast fireball*, *levitate*, maximized *cone of cold*, maximized *meteor swarm*

Cost to Create: 225,000gp + 18,000XP + *staff of power*

Robes of the Oerdian Warmage

Price: 380,500gp
Body Slot: chest
Caster Level: 26th
Aura: overwhelming; (DC 25) varied
Activation: standard
Weight: 1lb.

DESCRIPTION

This dark blue robe has a light-blue underlayer that can be rolled up on the sleeves in warmer weather. The robe is trimmed with silver and adorned with silver buttons each bearing a protection rune.

The robe grants its user a +8 enhancement bonus to Intelligence, +6 resistance bonus on all saving throws, +15 insight bonus to Spellcraft, Spell resistance 35, and a +2 enhancement bonus on caster level checks made to overcome spell resistance.

CONSTRUCTION

Prerequisites: Craft Wondrous Item, *fox's cunning*, *greater spell resistance*, *legend lore*, *resistance*, creator must be of same alignment as robe.

Cost to Create: 190,250gp + 15,220 XP

Silver Key of Portals

Minor Artifact
Price: priceless
Body Slot: -
Caster Level: 30th
Aura: overwhelming; (DC 26) varied
Activation: immediate
Weight: -

DESCRIPTION

This silver skeleton key bears the symbol of the god Dalt on its bow.

The key functions like a *chime of opening* when it is touched to the bars, door, lock, lid, portal, or shackles to be opened. The key automatically dispels a *hold portal* or *arcane lock* with a caster level of less than 30th level. Further, the wielder gains a +30 insight bonus on all Escape Artist skill checks. Twice per day, the wielder can call on each of the following powers, as a immediate action: *passwall, ethereal jaunt,* and *word of recall*.

Ur-Flannae Amulet of Fortitude

Price: 55,200gp
Body Slot: neck
Caster Level: 12th
Aura: overwhelming; (DC 22) evocation
Activation: immediate
Weight: 1lb.

DESCRIPTION

This ancient Ur-Flan amulet bears a large dark ruby that hangs from its electrum chain.

The amulet grants its wearer a +6 enhancement bonus to Constitution and a +2 natural armor bonus. Further, once per day the amulet may be used to *remove fatigue* from its wearer.

CONSTRUCTION

Prerequisites: Craft Wondrous Item, *barkskin*, *bear's endurance*, *remove fatigue,*

Cost to Create: 27,600gp + 2,208 XP

SPELLS AND ARCANA

Mordenkainen is responsible for developing the following spells by level:

1st) m o r d e n k a i n e n ' s *buzzing bee* (Spell Compendium 41), *mordenkainen's protection from avians,*

2nd) m o r d e n k a i n e n ' s *defense against reptiles, mordenkainen's protection from vermin*

3rd) m o r d e n k a i n e n ' s *defense against lycanthropes, mordenkainen's encompassing vision*

4th) m o r d e n k a i n e n ' s *electric arc, mordenkainen's faithful phantom shield-maidens, mordenkainen's force missiles* (Spell Compendium 98), *mordenkainen's involuntary wizardry*, *mordenkainen's protection from slime*

5th) m o r d e n k a i n e n ' s celerity, *mordenkainen's faithful hound* (PH 255), *mordenkainen's private sanctum* (PH 256)

6th) m o r d e n k a i n e n ' s

lucubration (PH 256), *mordenkainen's trusted bloodhound* (Complete Mage 111)

7th) mordenkainen's magnificent mansion (PH 256), *mordenkainen's penultimate cogitation, mordenkainen's sword* (PH 256)

8th) mordenkainen's capable caravel (Stormwrack 119), mordenkainen's faithful phantom guardian

9th) mordenkainen's disjunction (PH 255), *mordenkainen's faithful phantom defenders*

Mordenkainen's Celerity

School transmutation; **Level** sorcerer 5, wizard 5

CASTING

Casting Time 1 immediate action
Components V, S, M

EFFECT

Range personal
Target you
Duration instantaneous
Saving Throw none **Spell Resistance** no

DESCRIPTION

This spell allows the caster to cast their next movement-based spell as a quickened spell so long as the spell is level 1-4. Spells to be affected must be cast within 1 round of the casting of the *mordenkainen's celerity*. Spells do not expire when the celerity expires.

The material component for this spell is a small pouch or vessel containing centipede or millipede legs.

ORIGINS AND CREDITS

Reference Tome of Magic (2nd-edition); **Converted by** Rick Miller

Mordenkainen's Faithful Phantom Defenders

School conjuration (summoning) [lawful or evil]; **Level** sorcerer 9, wizard 9

CASTING

Casting Time 1 full round
Components V, S, M

EFFECT

Range close (25 ft. + 5 ft. /2 levels)
Target 1d4+1 summoned creatures
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell summons 1d4+1 elite incorporeal swordwraiths (Fiend Folio 173) that shimmer with violet outlines. They appear where you designate and act immediately, on your turn. Each swordwraith attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

To most creatures, the phantom defenders are solid, seemingly real entities. To the spellcaster and his allies, the defenders are completely transparent and incorporeal, so any offensive spell cast has no effect on the spellcasters defenders. Spells cast through the defenders strike enemy creatures. If the defenders are caught within the area of effect of a the spellcasters spells, the defenders suffer no harm.

The material component is a small lead crystal figure depicting the type of defender summoned and a 1,000gp. emerald for each creature summoned. The emeralds vanish when the spell is cast.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Rick Miller

Mordenkainen's Defense Against Lycanthropes

School abjuration; **Level** sorcerer 3, wizard 3

CASTING

Casting Time 1 standard action
Components V, S, M

EFFECT

Range touch
Target creature touched
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

A creature protected by this spell receives a +2 insight bonus to his AC, but only against creatures with the Shapechanger subtype (not just lycanthropes). Also, no matter how many times the protected target is struck during the duration of this spell by a were-creature, he will not contract lycanthropy. Lastly, the target receives a +2 insight bonus per four caster levels (maximum of +10) to all Survival checks made to track a shapechanger. Note that spell resistance and saving throws against this spell do not apply to the Shapechanger, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

The material component for this spell is a handful of crushed moonstone.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_Abjurer and Rick Miller

Mordenkainen's Defense Against Reptiles

School abjuration; **Level** sorcerer 2, wizard 2

CASTING

Casting Time 1 standard action
Components V, S, M

EFFECT

Range touch
Target creature touched
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

A creature protected by this spell receives a +2 insight bonus to his AC, but only against reptiles or amphibians of the animal or magical beast type. This includes (but is not limited to): snakes, frogs, dinosaurs, toads (including familiars), turtles, and many others. Also, the target gains a +1 insight bonus per 4 caster levels (maximum of +5) to all saves against poisons from creatures on the above list. Lastly, the target receives a +2 insight bonus per four caster levels (maximum of +10) to all Survival checks made to track any of the above creatures. Note that spell resistance and saving throws against this spell do not apply to the reptile, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

The material components for this spell are a bit of snake skin, and a dried frog's leg, placed in a pouch of hardened leather.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

Mordenkainen's Electric Arc

School evocation [electricity]; **Level** sorcerer 4, wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M

EFFECT

Range close (25 ft. + 5 ft. /2 levels)
Targets one primary target, plus one secondary target/3 levels (each must be within 30 ft. of the primary)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

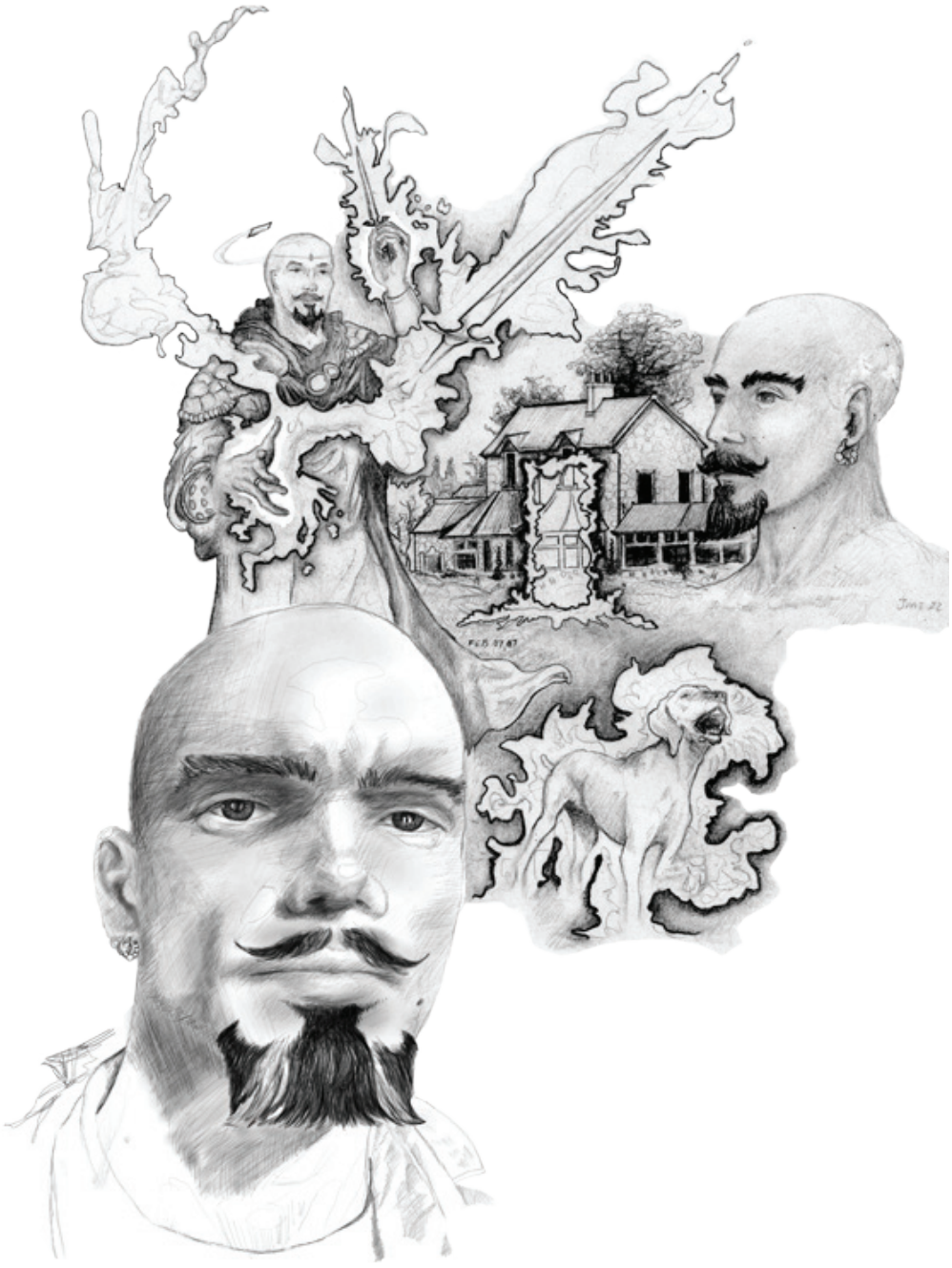
DESCRIPTION

This spell causes a bright flash of lightning to erupt from your fingertips and strike one or more opponents. One arc of lightning strikes the primary target, and one more arc is evoked for every three caster levels. The primary target is dealt 1d6 points of electricity damage per caster level (maximum of 15d6). After the primary bolt strikes, lightning arcs to one secondary target for every three caster levels (maximum of 10 secondary targets). The secondary arcs each deal half as much damage as the primary (round down). All subjects can attempt Reflex saving throws for half damage. Each arc must be aimed at a different target, and all secondary targets must be within 30 ft. of the primary target. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

The material component for this spell is a bit of fur and a glass rod.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller



Mordenkainen's Encompassing Vision

School transmutation; **Level** sorcerer 3, wizard 3

CASTING

Casting Time 1 full round action
Components V, S, F

EFFECT

Range touch
Target creature touched
Duration 10 min. /level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell grants a creature a full 360-degree field of vision, so the creature can see sides and rear as well as it sees front. Flanking opponents gain no bonus on their attack rolls instead of +2, and rogues are denied their sneak attack because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot checks gain a +3 competence bonus, and your Search checks gain a +1 competence bonus. Concurrently, you suffer a –4 penalty on saves against all gaze attacks during the spell's duration. This spell will work in combination with any sort of enhanced or magical vision, including darkvision, low-light vision, and spells like *see invisibility*.

The focus component for this spell is a crystal disc with eight eyes inscribed upon it, spaced at 45 degree intervals around the edge of the disc (valued at 150 gold pieces). The disc must remain on the target's person, or the spell's duration immediately ends.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

Mordenkainen's Faithful Phantom Guardian

School conjuration (summoning) [air]; **Level** sorcerer 8, wizard 8

CASTING

Casting Time 1 full round
Components V, S, M

EFFECT

Range close (25 ft. + 5 ft. /2 levels)
Target one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell summons an invisible stalker lurking at the border of the ethereal plane. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The guardian is empowered with a true seeing spell and remains within flanking distance (10ft.) of the caster at all times. Further, the creature can Spot hiding creatures within the area around the mage. If the guardian spies any creature about to launch a surprise attack on the caster, the guardian will instantly materialize as a shimmering outline of violet light blocking the assailants attack and defending its summoner.

The material component for this spell is a tiny 100gp clear gem and a small (not necessarily lit) candle, the gem is sacrificed to the guardian as payment for its service.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

Mordenkainen's Faithful Phantom Shield-Bearers

School abjuration [force]; **Level** sorcerer 4, wizard 4

CASTING

Casting Time 1 standard action
Components V, S, F

EFFECT

Range close (25 ft. + 5 ft. /2 levels)
Effect two shield-bearers
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

This spell causes a pair of shimmering, phantom beings made of force to stay by your side and protect you from attackers. Each of the two phantom shield bearers can provide protection from up to three attackers, granting you a +2 shield bonus against them. If the two phantoms each protect you from the same beings, the shield bonuses stack with themselves (but not with other shield bonuses) for a +4 shield bonus to AC. Each of the phantoms' shields gain an enhancement bonus of +1 per four caster levels, to a maximum of +5 enhancement bonus at 20th level. The shield bonus is not lost even if flat-footed, as the phantoms are never caught unaware or surprised. As a force bonus, the AC boost is not lost against incorporeal attacks, and since the shields are not in physical contact with you, the shield bonus is not lost against touch attacks, either. The phantoms cannot leave the range of the spell, but can be ordered to move about within the range of the spell as a Direct a Spell action. You only gain the AC benefit if they are occupying your space (being mostly insubstantial this does not interfere with you) or an immediately adjacent space. The phantoms can provide their shield bonus to another creature chosen by you (the person they are defending can also be changed as a Direct a Spell action once each round). Each round after the first, you can use a Direct A Spell action (a move-equivalent action) to switch those being blocked by the two phantoms (a single action changes both phantoms). The force beings cannot be damaged by physical attacks, but dispel magic, disintegrate, a *sphere of annihilation*, or a *rod of cancellation* affects it. The phantoms' AC against touch attacks is 13. If a creature being blocked by the phantoms has SR, the resistance is checked the first time the creature attempts to strike you. If the SR resists the spell, that creature is immune to this casting of the spell. If not, the spell does not need to check against that creature's SR for its remaining duration.

The focus component for this spell is a pair of tiny crystal shields tied with silk string to a miniature wooden figure of the caster (valued at 300 gold pieces total).

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

Mordenkainen's Involuntary Wizardry

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer 4, wizard 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft. / level)
Target one spell-casting creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell forces a single, randomly chosen spell from the mind of a single spell-casting being. In the case of prepared spells, the subject decides which spells to abandon at each level. If the subject has more than one standard action allowed in the round, he or she may spend those actions as he or she desires. The subject doesn't realize the spells or spell slot is gone until he or she tries to cast a spell and finds it unavailable. Abandoning a spell slot or losing a spell is standard action, but it does not draw an attack of opportunity. It is a purely mental exercise not obvious to observers.

Mordenkainen's involuntary wizardry can not trigger the use of a magical item.

ORIGINS AND CREDITS

Reference Dragon Magazine 200; **Converted by** Rick Miller

Mordenkainen's Penultimate Cogitation

School transmutation; **Level** wizard 7

CASTING

Casting Time 1 standard action
Component V, S

EFFECT

Range personal
Target you
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell permits you to call to mind one spell from any of your spellbooks, as long as that spellbook is within one mile per caster level. The spell cannot be called from a scroll, or another wizard's spellbook. The called spell can be of any level, up to 6th. The called spell is then treated in all ways as if prepared normally.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

Mordenkainen's Protection from Avians

School abjuration; **Level** sorcerer 1, wizard 1

CASTING

Casting Time: 1 standard action
Components: V, S, M

EFFECT

Range: touch
Target: Creature touched
Duration 10 min. /level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

A creature protected by this spell receives a +2 insight bonus to his AC, but only against avians. For purposes of this spell, an "avian" is defined as any animal or magical beast with a fly speed and feathers. Hawks (even familiars), ravens, griffons, giant owls, and many other creatures will trigger this effect. Note that spell resistance and saving throws against this spell do not apply to the avian, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

The material component for this spell is a feather from any bird wrapped with a strip of tough leather.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

Mordenkainen's Protection from Slime

School abjuration; **Level** sorcerer 4, wizard 4

CASTING

Casting Time 1 standard action
Components V, S, M

EFFECT

Range touch
Target creature touched
Duration 10 min. /level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

A creature protected by this spell receives a +2 insight bonus to his AC, but only against ooze. Also, the target gains a +1 insight bonus per 4 caster levels (maximum of +5) to all saves against special attacks from any type of ooze. Lastly, the protected creature gains acid resistance 20 for the duration of the spell, as does his equipment. Note that spell resistance and saving throws against this spell do not apply to the vermin, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

The material components for this spell are a bit of food mold pressed between two flat stones, and a pinch of diamond dust (usually worth less than 1 gold piece).

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

Mordenkainen's Protection from Vermin

School abjuration; **Level** sorcerer 2, wizard 2

CASTING

Casting Time 1 standard action
Component V, S, M

EFFECT

Range touch
Target creature touched
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

A creature protected by this spell receives a +2 insight bonus to his AC, but only against vermin. Also, the target gains a +1 insight bonus per 4 caster levels (maximum of +5) to all saves against special attacks (including poison) from any type of vermin. Note that spell resistance and saving throws against this spell do not apply to the vermin, but to the target being protected. The spell actually grants the target magical understanding of the attack patterns of such creatures, and helps him learn to avoid being struck.

The material component for this spell is an insect trapped in amber.

ORIGINS AND CREDITS

Reference Greyhawk Adventures hardcover; **Converted by** Owain_ Abjurer and Rick Miller

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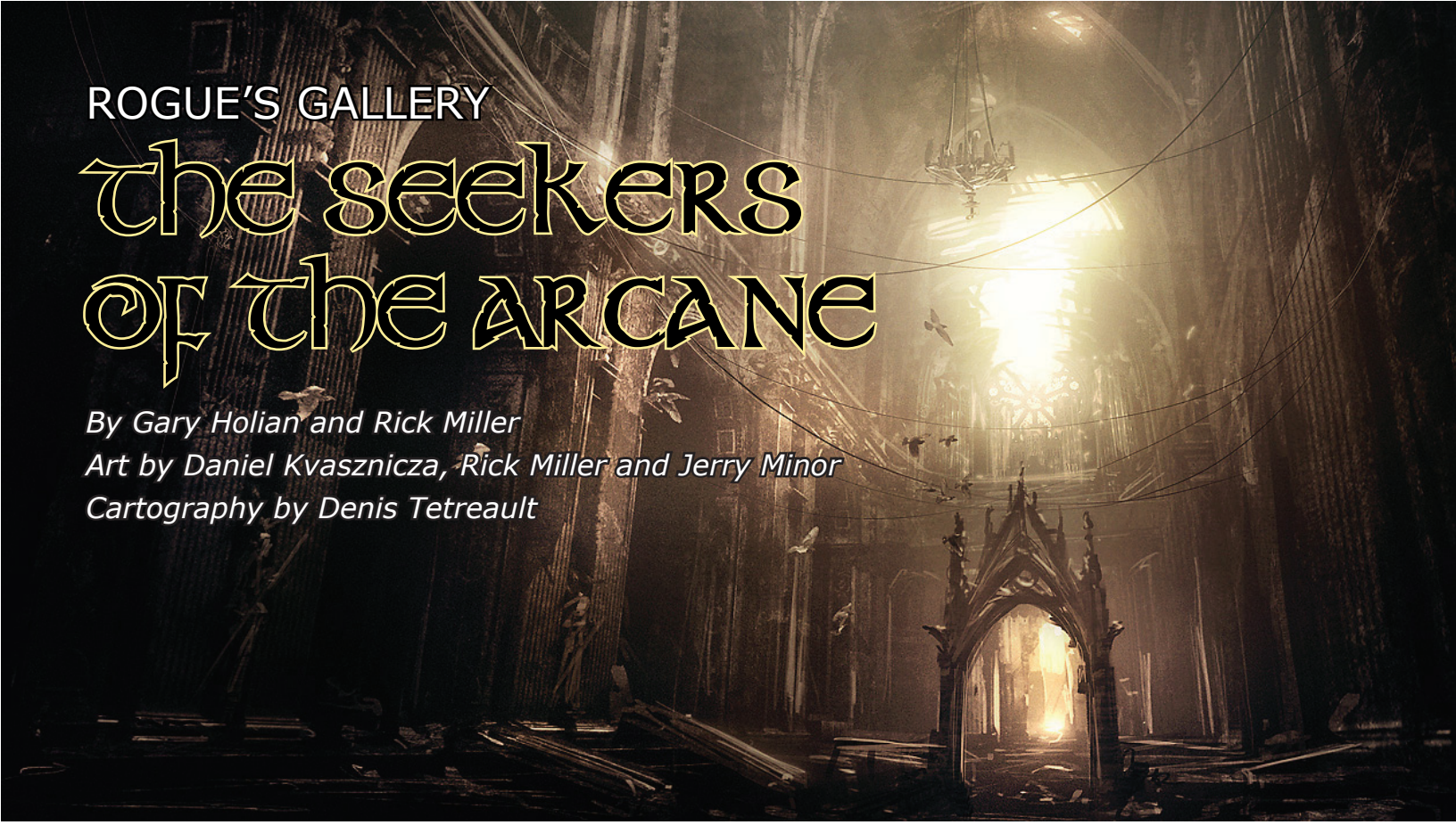


ROGUE'S GALLERY

The Seekers of the Arcane

By Gary Holian and Rick Miller
Art by Daniel Kvasznicza, Rick Miller and Jerry Minor
Cartography by Denis Tetreault

The Seekers are a loose-knit society of explorers, adventuring scholars, and fortune hunters who scour the world for ancient secrets and lost magic, often for personal gain or profit. The recovery of lost lore remains the central goal of this small and decentralized association, but the desire to trace and secure ancient artifacts, relics, and places of power is also paramount. Some critics ridicule the Seekers as a secretive society of freebooters, tomb raiders, and grave robbers spread across the Flanaess like a glorified thieves' guild. They have made many enemies over the last few centuries, but have unearthed and illuminated many mysteries as well. In the opinion of detractors such the Silent Ones of Keoland, most of the ancient knowledge in which the Seekers hope to dabble is best left undisturbed, even destroyed if need be, lest it fall into the wrong hands and precipitate terrible consequences. However, the Seekers believe that by pooling their resources and sharing their often hard-won lore, they can, in the words of Marius of Seltaren, "enslave the wonders of the past to the ambitions of the future."

HISTORY OF THE ORDER

In the seventh common year, Nasran, the first Overking of the Great Kingdom of Aerdy established the Imperial Guild of Surveyors and Explorers at the behest of his eminent court mage, Schandor. The writ of these worthy trailblazers was to catalogue the vast lands and ever-expanding frontiers of the Great Kingdom that were then threatening to span the entire Flanaess. In particular, their charge was to map the geography of the Flanaess, record its wonders, explore its countless ruins, document its strange flora and fauna, and most importantly to bring home the treasures of lost civilizations to Rauxes for safekeeping and study.

The Imperial Guild did this task with great aplomb and celebrated courage, venturing far and wide, from the shores of the Icy Sea to the jungles of Hepmonaland, bringing wonder after wonder to the Overking's court, often with the imperial army marching in their wake. Some of the expeditions were ill-fated, like the infamous attempted crossings of the vast Solnor Ocean that often ended in tragedy. Most of the guild members were wizards, bards, clerics, and warriors in addition to being scholars. With many patrons in the houses of Cranden and Garasteth and famous benefactors such as Admiral Aeodorich Atirr, their exploits were often the stuff of song and legend. Sadly, though some records survive, many of the detailed accounts of their exploits were destroyed in the Great Fire of Eastfair.

As decadence began to grip the heart of the empire and vast provinces such as Ferrond (in 254 CY) and Nyrond (in 356 CY) began to secede, the writ of the Imperial Guild of Surveyors and Explorers became increasingly moot. Membership in the order, like the territory of the Great Kingdom itself, had shrunk. The Malachite Throne was embroiled in one of many successive bouts of political naval-gazing and Imperial commissions, when and if they were paid barely covered the initial costs of expeditions.

Into this atmosphere entered a renowned member of the guild, Lord Jon Marius, famed for being the first man to produce a rough map of the floor of the Rift Canyon. There amid the dangers of the vast delve he secured the artifact known as the Talisman of Kyuss. Marius was later dispatched to survey the Duchy of Urnst during the reign of the Overking Toran IV. Marius settled

in Seltaren to explore local legends surrounding the Suel migrants who founded the region. During his investigations, he was particularly drawn to the mysterious and looming Maure Castle. However, it had been declared inviolate by the Duke's court in Leukish after early attempts ended in disaster and Marius failed to convince his superiors of the need to open the site despite constant remonstration.

Years later, after the duchy became independent, a disenchanted Lord Marius made a formal break with the Imperial Guild to pursue his own studies. He soon became quite wealthy due to fortuitous finds in the Abbor-Alz and Cairn Hills that attracted increasing attention to those regions. In the winter of 362 CY, he summoned a meeting of extant members of the guild in Nellix Town. During the conclave, he revealed an astonishing discovery: an artifact known as the *silver key of portals* with the power to open any lock or seal. This device would certainly be a marvelous boon to any explorer. Marius addressed his former associates, criticizing the Imperial Guild and its rules that would require him to turn over such a wondrous find to bureaucrats in Rauxes and prevent him from sharing it with his fellow explorers. Many nodded their heads in agreement and soon other grievances were laid bare. A secret society was formed that night, one that would no longer look to Rauxes for its direction and support. They named themselves the Seekers.

Marius and his fellow Seekers, then scarcely more than a dozen in number, agreed to meet regularly and to pool their resources and share their findings. The house of Marius in Seltaren would be their headquarters and the repository of their lore. The research of Lord Marius and his associates made rapid strides and in 378 CY he was summoned to Castle Greyhawk for a meeting with its enigmatic lord, Zagig Yragerne. A second Seeker lodge was soon opened in the City of Greyhawk after the Landgraf of the Selintan, himself a self-styled explorer, took an interest in the investigations of Marius and his brethren and endowed the Seekers with vast resources, much to the consternation of the rival Society of Magi. Zagig in his reputed madness supported both groups to foster healthy competition. His only request, to which Marius acceded, was the use *silver key of portals* for one year and one day. Soon other Seeker lodges around the Central Flanaess were established as expeditions to such far away mysteries as the Valley of the Mage and the Sea of Dust were launched.

While the Seekers began to flourish, Jon Marius became increasingly engrossed in his studies. He soon turned over responsibility for the Seltaren Seeker lodge to his sons, Arin and Pern. Over the next decade his research became focused on a place he enigmatically called the Lost City of the Elders, a much whispered legend that still proved apocryphal, for no explorer, seeker or adventurer had found evidence of the place. Marius quickly gobbled any lore that hinted at such a place into his private library. In his final years, as his interest grew into obsession, he paid an exorbitant price for a blue-hued triangular plaque discovered in 399 CY in the Cairn Hills by a young explorer who stumbled upon a sealed tomb. The next year, an 87-year-old Jon Marius departed Seltaren on a final expedition never to return.

Despite the disappearance of the elder Marius, the society soldiered on. Tyriel Matreyus sailed from Nessermouth to the City of Gradsul and founded the first Seeker lodge in the Sheldomar Valley in 419 CY, impressing Duke Luschan V with his tales of the wonders of the southern seas, including the steaming jungles of the Densac Gulf (the Duke later reportedly disappeared in said jungles.) Sir Rowan Magnus, expatriate of the Great Kingdom returned to Rel Astra in 422 CY and gathered many former members of the Imperial Guild of Surveyors and Explorers to his banner, founding a Seeker lodge in the City of the Heavens under the patronage of Prince Malchim III. They dedicated their focus to the lands of the former Great Kingdom, the Solnor Coast, and its distant shores. In 453 CY, Seeker Henriki Ardand helped convince the adventurous merchant Sormod of Perrenland to launch an expedition to the Land of Black Ice, which uncovered the first evidence of Rigodruok, the so-called Rainbow Vale. However, large, formal expeditions soon became few and the Seekers increasingly became a debating society and clearinghouse of small relics and antiquities.

The opening of the ruins of Castle Greyhawk and other mysterious places in the 550s CY and the wealth and magic that flowed from such finds sparked a renaissance in exploration and treasure hunting. Ad hoc groupings of adventurers became common sights in many towns and cities in the Flanaess, especially in the region around Greyhawk which became a veritable hub of fortune-hunters, many of which wanting to try their own hands at dungeons of Castle Greyhawk. The Seekers, whose fortunes had ebbed and flowed over the decades, experienced resurgence. In 553 CY, one of their number even became the Seer of Urnst and later another, the Archmage of Keoland. Today, the Seekers number a few hundred members, including aspirants. Their Seeker lodges have spread far and wide over the heartlands of the Flanaess, from Rel Astra in the east to Molvar in the west.

ORGANIZATION

Seekers have little formal organization. All Seeker applicants are trained in a master and apprentice system where the choice of pairing is completely voluntary, depending on the interests and background of those involved or if the candidate is already an established explorer. Seekers are almost always in the need of assistance in their investigations, especially in the field. Many eager young explorers often present themselves at Seeker lodges for service rather than hitch themselves to a rag-tag group of adventurers whose ventures usually end in death. For the most junior among them, the work of an apprentice Seeker is often drudgery. Becoming a manservant, bearing, digging, mining, long hours of painstaking study or translation are often par for the course.

Regular members have few enumerated rights and responsibilities. Seekers are required to keep personal journals of their studies and adventures that they must share periodically with their affiliated Seeker lodges for archiving. If and when a Seeker's studies lead to death, enfeeblement, or disappearance, these journals often prove invaluable in solving the mystery as well as guiding the investigations of future Seekers. This is their legacy to future generations. None are under any illusion that some Seekers keep secret journals containing material they are unwilling to yet share, but an official account is an important part of their tradition and secret journals are often later recovered at death. A fee is also required for the use and maintenance of facilities at the Seeker lodge with which the Seeker is affiliated, including the all-important library and map rooms of the Seeker lodge. Often this requirement is met through a tithe of the wealth discovered during exploration, but its rate is not strictly set. The more magnanimous and generous the Seeker, the greater the privileges and interest are accorded to his investigations. Many fancy themselves as gentlemen, even noblemen (regardless of their true heritage) and patronage builds status. Seekers from one Seeker lodge visiting another can expect accommodation as he would at his own.

Finally, each Seeker lodge has an informal council composed of retired and highly respected Seekers that almost always includes the master or masters of the Seeker lodge. The Council is empowered to suspend or expel members, effectively barring them from access to the lore and the magic contained within the Seeker lodge and from assistance from other Seekers. Such suspensions can arise from theft of knowledge, destruction of property, or direct conflict with another Seeker. One Seeker may never knowingly harm another, though priorities over discoveries are never recognized. Knowledge belongs to the first man to hold it clearly within his grasp.

SEEKER LODGES

The Seeker lodges established by members of the order are the heart and blood of this society. While these are often simply the personal residences of retired or inactive members, some of the lodges, especially those located in large cities, are quite impressive edifices. Each Seeker lodge is marked clandestinely with the symbol of the order: the eight-pointed star, above the entryway. However, in places where the Seekers are viewed with disdain, the eight-pointed star is replaced with a surveyor's spyglass crossed with a scroll. A successful Knowledge (geography, history, or local) DC 20 identifies these symbols. All Seekers in good standing within the society are welcome within these doors.

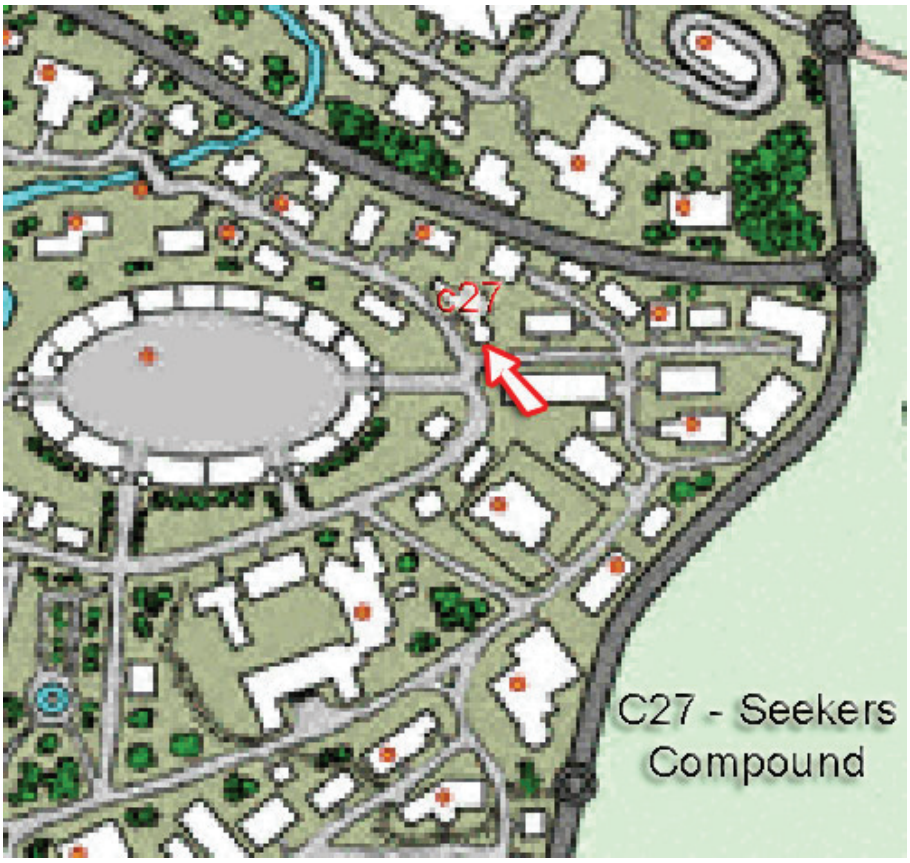
Most lodges are located in far flung cities such as Gradsul, Greyhawk, Irongate, and Rel Astra, but the modest home of a Seeker in a small village might also serve in places more remote. The Seeker lodges often operate as small gentlemen's drinking houses containing overblown libraries and maps in the common room, where information (both fact and rumor) is exchanged and digested by members and guests. The larger Seeker lodges also have meeting rooms, where presentations can be made to audiences as large as 100. Most are equipped with small laboratories and studies, also for use by members. Many Seeker lodges can even act as hostelries for Seekers and their guests for short periods of time, with proper remuneration, of course.

However, the nucleus of the Seeker lodge is its extensive and impressive Chamber of Annals and Map Room. In these secured rooms are contained hundreds upon hundreds of the journals of former Seekers, their notes, and research, catalogued by era and area of interest. The map room contains hundreds, if not thousands of charts, atlases, globes, and related tools. Most Seekers libraries contain a large copy (over 10 feet in width) of the map of the Flanaess commissioned by Zagig Yragerne from the famed cartographer Pekul in the City of Greyhawk. Also in these rooms are the many tomes and scrolls far too valuable to be left unguarded, including such titles as: *The Dragon-Scale Tome* by Timonas of Jalpa, *An Honest Traveler's Strange Tales of the South* by L. Marquel, *Secrets of Ye Sky Revealed* by Selvor the Elder, *Art of Communications and Sigils* by Flamsterd, *Demonology of the Savant* and *The Lost Gods* by Savant Iquander, *Doors and Passages of Arcane Worlds* by Lethchauntos, the *Chronicle of Secret Times* by Uhas of Neheli, and even the *Grimoire Arcanamacha* (author unknown).

For more on Seekers Seeker lodges (See Dragon 348 pp.71)

GREYHAWK CITY SEEKER CHAPTER

The second oldest Seeker lodge of the Seekers is perhaps the most bustling and least formal in the Flanaess. Its mistress, a retired Seeker known as, **Eyana Klun** (N female human rogue 6/ wizard 5/ arcane trickster 3), caters to adventurers and is known to rent the use of its library to all-comers, though certain special collections are carefully watched. It has some of the best information on the ruins, dungeons, and mysteries of the region in the entire Flanaess. The Free City Seeker Lodge in the Clerkburg district was once the old Library of Greyhawk before the Great Library was established. Now the library serves as a research area focused towards adventurers and cartographers. Below the actual library is a sanctuary for Seekers and their clientele. Even further beyond that lies the vaults and laboratories of the Seekers, as well as a secret entrance into Greyhawk's sewers.



New Language: Thieves cant

This secretive and closely-guarded language of slang, gestures, signals, and body language was developed by the Thieves' Guild many years ago and remains in practice to this day. The cant is used by the local thieves and assassins guilds, as well as by many of the Seekers within the Free City to identify marks and each other on the street to prevent any in-fighting where possible.

Further, this language may also be treated as a Class-Related Language for Rogues native to the area. A successful Knowledge (local) skill check DC 20 identifies a user of the language, though without an understanding of the language itself, nothing more may be discerned.

Training and Resources

The Seekers of the Free City entertain the greatest diversity among their ranks of any organization of the Flanaess. While, most Seekers are encouraged to take up rogue skills and some arcane studies for field work, these choices do not restrict the potential Seeker from further growth. For many Seekers do take on other professions to balance out the fold. Seeker Bards are trained at the Bardschool, while those in need of rogue training may seek out the Thieves Guild, whom Eyana is known to be on favorable terms with. Further, rare and mysterious classes can be learned through various Seeker instructors who visit the Seeker lodge. Either through research or an actual instructor, the prospective student may learn any of the following professions: Arcane Trickster, Archmage, Duelist, Dungeon Delver, Dwarven Defender, Eldritch Knight, Loremaster, Spellsword, or Suel Arcanamach.

Few places in the city have more experts on larceny and arcane secrets than the Seeker Lodge. As such, it's no surprise that the lodge hosts the instruction in the implements of arcane ranged legerdemain. Arcane Tricksters seldom find refuge due to their infamous reputations, within the Free City however; they are called upon for any rare or dangerous expedition involving complex traps which may require safe distance from hazards. In such cases the Seekers often work alongside the city's Thieves' Guild.

The city's Seeker lodge is well known for purchasing any magical goods adventurers may wish to part with. Among the most prized magical items are *bags of holding*, *chimes of opening,* or any scroll or magical device that facilitates exploration.

Gateways to Adventure

Within the past few years the followers of Zuoken have flocked to the Free City seeking the exact location of their imprisoned patron deity. However, recently this search has turned to a pilgrimage for the faithful, bringing increased traffic to the Seeker lodge. Each reverent pilgrim follows these rumors to free Zuoken from the confines of the Ruins of Castle Greyhawk, and find their path to true enlightenment.

Recently a rumor has surfaced in the Greyhawk Seeker lodge that the Irongate lodge is quietly looking for someone capable of translating ancient encrypted illithid sigils and glyphs over a thousand years old, for an undisclosed client.

The mysterious **Seer of Urnst** (NE male human wizard 10/loremaster 10), has taken up residence at the

Free City Seeker Lodge under the guise of a sagely old man. The Seer has taken an interest in an element called, oerthblood. Through there are other sources of oerthblood such as under Tenser's Castle or Spinecastle. The Seer is much more interested with an obelisk, made of this material reputably below the dungeons of the Ruins of Castle Greyhawk, and is rumored to be willing to pay obscene amounts of coin for even a tiny shard of it.

After watching each other from the shadows for years, **Maldin** (N male human rogue 2/ fighter 1/ wizard 10/ eldritch knight 9/ archmage 2 and Eyana Klun have struck an agreement that permits Seekers in need of higher arcana training to take up an apprenticeship with the wily mustached archmage. In return, Maldin has been granted full access to the Seeker libraries within the Free City and special research privileges regarding any information on Zagig's activities within the castle prior to his disappearance.

Following an expedition into Maure Castle, **Malaketh** (N male human wizard 19/ archmage 2) returned several lost documents of the late Seeker Kerfane to the Seeker Lodge in the city of Seltaren. In return, the Seekers granted him access to their libraries in the Free City. Recently, he has taken up visiting the Free City Seeker Lodge, offering spellcasting services and free sage advice to any Seekers on their way to the Ruins of Castle Greyhawk in exchange for any notes, spellbooks, or lore regarding the late Zagig Yragerne.

MAJOR PERSONAGES OF THE FREE CITY SEEKER LODGE

Eyana Klun

Eyana is currently thirty-three years old as of mid C.Y. 597. Eyana is a pale-olive skinned woman with hazel eyes that change tone to suit her mood. Eyana wears her dark red hair down around her shoulders. She stands five-foot six-inches tall, and weighs one-hundred twenty-two pounds. Eyana favors clothing that allows her to slip by in the night undetected, and always wears her custom leather armor, except when resting.

Eyana is a charismatic woman who has many ties within and without the Free City. Among her allies are the Thieves and Assassin guilds, the Guild of Wizardry, the Temple of Boccob, and many others of a less than savory nature.

Eyana Klun **CR 14**

Female human rogue 6/wizard 5/ arcane trickster 3
N Medium humanoid
Init +8; **Senses** -; Spot +6, Listen +6
Languages Common, Old Oeridian, Thieves Cant

AC 22, touch 15, flat-footed 22
uncanny dodge
hp 112 (14 HD)
Fort +10 **Ref** +15 **Will** +12
evasion, trap sense +2

Spd 30ft.
Melee *+1 keen short sword* +12/ +7 (1d6+1, crit 17-20/ x2)
Ranged *+1 shortbow* +12/ +7 (1d6+1, crit 20/ x3)
Base Atk +7; **Grp** +7
Atk Options Point Blank Shot, Precise Shot
Special Atks impromptu sneak attack 1/day, sneak attack +4d6
Combat Gear potion of *cure serious wounds* (CL 5), potion of *lesser restoration* (CL 3), scroll of *dispel magic* (CL 5)
Spells Prepared/ Known (CL 8th; +11 ranged touch, +8 vs. SR)
4th - *dimension door, greater invisibility*
3rd - *fly, haste, greater magic weapon, suggestion* (DC 16)
2nd - *invisibility, rope trick, scorching ray, see invisibility*
1st - *charm person* (DC 14), *disguise self, expeditious retreat, obscuring mist, ray of enfeeblement*
0 - *detect magic* x2, *mage hand*, *ray of frost*

Abilities Str 10, Dex 18, Con 18, Int 16, Wis 12, Cha 16
SQ ranged legerdemain, summon

Eyana Klun

familiar, trapfinding

Feats Improved Initiative, Negotiator, Point Blank Shot, Precise Shot, Scribe Scroll[C], Silent Spell, Stealthy, Weapon Finesse.

Skills Appraise +8, Balance +7, Bluff +16, Climb +5, Concentration +21, Decipher Script +10, Diplomacy +19, Disable Device +11, Disguise +8, Escape Artist +11, Forgery +5, Gather Information +11, Hide +13, Intimidate +8, Jump +7, Knowledge (arcana) +10, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (local) +4, Knowledge (religion) +4, Knowledge (the planes) +4, Listen +6, Move Silently +13, Open Lock +10, Search +13, Sense Motive +8, Sleight of Hand +11, Speak Language +1, Spellcraft +12, Spot +6, Tumble +11, Use Rope +5

Possessions combat gear, *+3 studded leather, +1 mithral shield, +1 keen short sword, +1 shortbow* with 50 masterwork arrows, *circlet of persuasion, amulet of health +2, gloves of dexterity +2, chime of opening, bag of holding, (type I), cloak of resistance +2, ring of protection +1, quiver of ehlonna*, masterwork thieves` tools, spellbook, spell component pouch

Spellbook as above plus; 0 – all PH; 1st - *comprehend languages, detect secret doors, feather fall, jump, silent image*; 2nd - *arcane lock, bear's endurance, cat's grace, eagle's splendor, knock*; 3rd - *blink, dispel magic, flame arrow, nondetection*; 4th - *charm monster, fear, rainbow pattern, scrying, stoneskin*

Tactics Eyana is almost never encountered without at least 2 Seeker guards. Eyana is no fool, and she knows that if cornered by a group of adventurers her chances are better to flee and return in force than to fight alone. Usually before combat ensues she attempts to hide or go invisible and pick off spellcasters with ranged sneak attacks. If forced into melee, Eyana will attempt to cast spells to hasten her retreat and tumble her way out.

Development Eyana has access to all of the spellbooks and items in the Seeker Lodge and may use or request the use of any of these items. If Seeker Lodge and may use or request the use of any of these items. If slain, Eyana will be resurrected once through a pre-arranged agreement with the local Thieves' Guild.

Cellick'mir
(formerly the Seer of Urnst)

Dressed as an astute sage, this middle-aged gentlemen's appearance is but a guise and a front for the mysterious renegade Seeker once known as the Seer of Urnst. The Seer once had a prestigious reputation that became exceedingly fell as time went on. He was most drawn to the original research of Lord Jon Marius, his investigations into Maure Castle and his "Eight-Pointed Star Enigma".

The Seer now attempts to blend in at the Free City Seeker Lodge, hiding right under the noses of those who demand his capture. In his true appearance, the Seer is fifty-five years old as of mid C.Y. 597. He is an exceedingly thin and pale-skinned man with sharp grey eyes. The Seer keeps his long white-peppered hair tied back beneath his hood. He stands five-foot eleven-inches tall, and weighs one-hundred thirty-five pounds.

The Seer favors long flowing dark grey robes with sleeves that cover his hands and a hood that conceals much of his face, save his bushy white eyebrows. An ancient runic brooch fastens his travelers cloak to his robes.

The Seer is vastly intelligent with a penchant for knowing what to say at the most opportune time to best serve his own interests, while appearing to be helpful or benevolent to others. Among his allies were Eli Tomorast and his renegade band of Seekers. Though at one time, he was the court wizard for Duke Justinian of the Duchy of Urnst, prior to his failure to obtain the soul gem from the infamous Ghost Tower of Inverness and the dukes subsequent death. After which, he disappeared soon after. His research and journals have never been found.

Seer of Urnst CR 20

Male human wizard 10/loremaster 10
NE Medium Humanoid

Init +7; **Senses** *arcane sight*, darkvision 60ft., *see invisibility*; Spot +3, Listen +3

Languages All (*tongues*) or Abyssal, Ancient Suloise, Celestial, Common, Draconic, Dwarven, Elven, Flan, Infernal, Old Oeridian

AC 23, touch 20, flat-footed 17

hp 118 (20 HD)

Immune mind-affecting spells and effects, scrying and divinatory detection (*mind blank*)

Fort +15 **Ref** +15 **Will** +16

Spd 30 ft.

Melee *rod of thunder and lightning* +10/ +5 Melee (1d6/ crit 20/ x2)

Base Atk +10; **Grp** +8

Combat Gear *rod of thunder and lightning, rod of quicken metamagic*

Spells Prepared Wiz 4/7/7/6/6/6/6/5/5/5 (CL 20th; +13 ranged touch, +22 vs. SR)

9th – *dominate monster* (DC 31), *power word kill* (DC 31), *prismatic sphere,* quickened *teleport, time stop*

8th –*maze* (DC 28), *mind blank, moment of prescience*, quickened *break enchantment, symbol of insanity* (DC 30)

7th – *banishment* (DC 27), *delayed blast fireball* (DC 27), *quickened haste, spell turning, vision*

6th – *chain lightning* (DC 26), *contingency*, *disintegrate* (DC 26), *greater dispel magic*, *mislead, true seeing*

5th – *cloudkill* (DC 25), *cone of cold* (DC 25), *contingency, false vision*, *mind fog* (DC 27), symbol of sleep (DC 27)

4th – *charm monster* (DC 26), *crushing despair* (DC 26), *dimension door, phantasmal killer* (DC 24), *scrying, stoneskin*

3rd – *clairaudience/ clairvoyance, lightning bolt* (DC 23), *magic circle against evil*, *protection from energy*, r*ary's mnemonic enhancer*, *slow* (DC 23), *suggestion* (DC 25)

2nd – *arcane lock, detect thoughts* (DC 24), *locate object, knock, mirror image, resist energy, scorching ray* (DC 22)

1st – *alarm, disguise self, identify, magic missile* x2, *protection from evil, shield*

0 – *detect magic* x2, *light, mending*

Spell-like abilities: (CL 20th)

1/day – analyze dweomer or *legend lore.*

Abilities Str 6, Dex 16, Con 16, Int 30, Wis 14, Cha 18 +4 inherent bonus to Dex, Con, Int

SQ applicable knowledge, contingency (*false vision*) if scryed upon, dodge trick, greater lore, instant mastery, lore (+10), lore of true stamina, pre-cast spells (*mind blank*), secret knowledge of avoidance, summon familiar, true lore, two bonus languages

Feats Combat Casting, Craft Rod, Craft Wondrous Item, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus (divination and enchantment,) Spell Penetration.

Skills Appraise +20, Bluff +8, Concentration +26, Craft (alchemy) +13, Decipher Script +20, Diplomacy +9, Gather Information +9, Heal +7, Hide +14, Knowledge (arcana) +36, Knowledge (architecture and engineering) +15, Knowledge (dungeoneering) +15, Knowledge (geography) +15, Knowledge (history) +33, Knowledge (nature) +11, Knowledge (nobility and royalty) +12, Knowledge (religion) +13, Knowledge (the planes) +30, Listen +3, Move Silently +4, Profession (scribe) +4, Search +11, Speak Language +2, Spellcraft +35, Spot +3, Use Magic Device +14.

Possessions combat gear, *ring of protection +3, scarlet and blue sphere ioun stone, robe of blending, cloak of resistance +4, bracers of armor +6, ring of feather falling*, masterwork alchemy tools, masterwork scying tools, spell component case, spellbooks.

Spellbook: as above plus 0-7th – All in PH; 8th- *binding, clone, dimensional lock, discern location, greater prying eyes, polymorph any object, prismatic wall, screen, symbol of insanity, temporal stasis*; 9th - *etherealness, freedom, gate, mordenkainen's disjunction, refuge, summon monster IX, teleportation circle, weird, wish*.

Development: In addition to his own items, the Seer has access to the Free City Seeker Lodges spellbooks, a *crystal ball* and most spell components worth 1,000gp or less.

LOCATIONS BEYOND THE FREE CITY

Though the Free City of Greyhawk lodge is one of the more prominent chapter houses, player characters may require specific lore found elsewhere; such as the following locations.

GRADSUL

The Gradsul Seeker lodge remains under the patronage of the house of Sellark in Keoland and is affiliated with the guild known as the Sea Mages. The Seeker lodge is maintained by **Nessir Kyrathi** (N Male human fighter 7/ suel arcanamach 4). Nessir is renowned for sponsoring expeditions into the lost Suel and Baklunish lands. Among the other Seeker lodges, the Gradsul house is one of the more enterprising. It's funding supposedly coming directly from the former Seeker, **Lashton** (LN Male human wizard 19), now the king's court mage and advisor.

Of all the buildings in Gradsul this building is the first to draw the eye of the unassuming visitor. Constructed from dark timber gathered from the Dreadwood and the light stone mined from quarries in the Good Hills. The design of the building blends the light stone as its foundation and forms the supporting pillars of the building. While the darkened wood fills in the middle areas of the building. The roof of the building is made of a dark slate quarried outside the city of Gradsul, along the shores of Azure Sea. Out back are various stables where horses and wagons are kept. To the unknowing, the building serves as a teamsters union and acts as the cities stable house. However, to the Seekers this rather odd stable house is a secret passage leading to a safe haven, training grounds, arcane laboratories, and vaults rumored to contain artifacts pre-dating the Twin Cataclysms.

Those wishing to learn the secrets of the Suel Arcanamachs must first enlist to the Gradsul chapter for training and study of the Grimoire Arcanamacha. Students are under constant supervision and are not permitted to leave the Seeker lodge until training is complete. For reasons of security, students of this profession must not speak of their chosen profession. Lest the Silent Ones seek dispute with the Gradsul Seeker lodge over the rights of any who possess a copy of the Grimoire Arcanamacha.

The Gradsul Seeker lodge is obsessed with exploration of the Dreadwood, ancient Suel magic, and explorations of the "South" and retrieval of any treasure found there. Most valued are any magical staves, rods, and various wondrous artifacts. Though, ancient spellbooks or scrolls are also of high value to the Seeker lodge.

IRONGATE

Among the buildings of Irongate, the Seeker lodge is one of many heavily fortified stone buildings; unlike many of the others though it delves deep below the city into the labyrinthine tunnels beneath. At first glance, the establishment is a rather large armory and weaponsmithy well within the cities walls. Master craftsmen work here under the supervision of **Klaggen Ironback** (LN male hill dwarf fighter 8/ dwarven defender 2). Klaggen works arduously to keep with the demand of those who travel far and wide to buy and sell all manner of weapons and armor. Underneath the raging fires and piles of metalwork, a large cache of knowledge and wealth are stored here. Various maps, scrolls, ancient weapons, armor and more cover the tables and well dusted shelves. After hours, this vault serves as a meeting place and refuge for fellow Seeker members in need to sanctuary or those just in need of a warm, safe place to rest for the night.

The Irongate Seeker lodge is known to have an alliance with the neighboring dwarves of the Iron Hills. The dwarves come here to trade their wares safely and train others in their rugged defense techniques. The dwarves of the Iron Hills have proved especially good allies to the Seekers in the region. Dwarven Defenders are often picked for special expeditions in mountainous or underground areas. The dwarves also prove exceptionally helpful in determining the stability of ruined structures and caverns.

Among all the items the Irongate

Seeker lodge trades for the most valued are those crafted or taken from the mysterious Scarlet Brotherhood. In addition, they generally prefer to purchase rare defensive spells or magic items.

REL ASTRA

The Seekers of Rel Astra are highly ambitious noblemen and are exceedingly wealthy, having numerous scions of the Houses of Garasteth, Darmen, and Torquann among their order. They are particularly drawn to naval pursuits, the exploration of lands beyond the shores of the Flanaess.

The Seeker lodge of Rel Astra is a carved masterpiece built from the rock quarried near the Gull Cliffs. The floors of this building are made of solid marble and the windows are adorned with all sorts of colored glass, some rumored to have been plundered from the fallen city of Pontylver.

Under the supervision of **Breyne Alorick** (LN female human fighter 4/ wizard 5/ eldritch knight 7) the Rel Astra Seeker lodge fronts as a library and notary of the city. However, in the towers and hidden basement lies the greatest collection of Oeridian and Flan artifacts and knowledge since the fall of Rauxes. In the towers are various astrological and seafaring measurement devices rarely found elsewhere in the Flanaess. Maps and charts of far off lands and continents as well as unique treasures gathered from the jungles of the Amedio and Hepmonaland.

Eldritch Knights and Duelists are popular among the royalty of Rel Astra. Instructors of these professions teach only to those who can afford the time and training, though Seeker members are given discounts for performing certain tasks.

The Seeker lodge of Rel Astra favors seafaring magical items, scrolls, wands, and charged items for their travels. They are also rumored to be highly interested in any artifact or wondrous item found in the jungles to the south.

SASSERINE

Most visitors to Sasserine ignore this modest building, but to those who recognize the eight-pointed star symbol carved into the front door, the Seeker lodge is perhaps the most reliable source of peregrination in the city. The Seeker lodge is maintained by a soft-spoken man named **Feldus Selvant** (N male human rogue 4/ wizard 5/ arcane trickster 3). Feldus was once involved in a major expedition to the Forbidden City, where he and several other Seekers contested with a group of adventurers from Cauldron over claims of a set of golden rings liberated from a yuan-ti temple.

Breyne Alorick

SELTAREN

Being the oldest Seeker lodge accords Seltaren a unique place in the society. It remains the home of **Octavus Marius** (NG male human bard 12/ loremaster 1), a descendent of the founder of the society. Seltaren's libraries are probably the most extensive of any other Seeker lodge. However, much more attention is paid to the fall of Seeker turned renegade, **Eli Tomorast** (CE male human wizard 17), and his quest for the *tome of the black heart*, which remains the talk of the order here and remains a cautionary tale.

Seltaren's Seeker lodge is one of the oldest and best-built buildings in the city. Built from solid granite with strong supporting pillars and reinforced bronzewood doors it has weathered the years better than most of the city. The Seltaren Seeker lodge serves as the grand library of Seltaren. It houses rare Suel tomes not found in other places of the Flanaess. In the levels below the library is one of the greatest collections of Suel, Flan, and Oeridian artifacts and knowledge in the Flanaess. Among these artifacts are various pieces found in Maure Castle itself.

Marius and the Seekers of this lodge are always on the lookout for rare and expensive tomes, scrolls, and other lore. They are particularly interested in Ur-Flannae and Suel artifacts that may be found in neighboring states.

VERBOBONC

Recently, this outpost became a Seeker lodge, after the fall of the Highfolk Seeker lodge at the hands of Eli Tomorast. The most recent headmaster is a taciturn elven man bearing some drow lineage named **Monataine Darkshadow** (N male high elf rogue 10/ wizard 5/ dungeon delver 1). Monataine was appointed here after establishing an underground network in Tenh between Nystul and the Seekers in that area.

Once a rich log house, at the edge of town this building has been converted to a tavern and trade post. Many rich patrons come here to rest from their travels or to seek out the well-stocked store filled all manner of exploration and traveling goods. A hidden tunnel in the stockroom leads to a small vault and several rooms for traveling Seekers. The vault currently holds several strange and esoteric pieces gathered from the Temple of Elemental Evil and other ruins in the area as well as several pieces originating from the Yatils transferred from the Highfolk chapter.

The Verbobonc Seeker lodge is quickly becoming renowned for spelunkers and dungeon delvers. The region is rich with trade and is looking to barter in magical items and spells. Any magical item that aids in

movement, improves vision, benefits rogue skills or has extra dimensional space is preferred. However, most magical item trades are accepted without question.

RUMORS AND WHISPERS

PASSAGE TO THE ISLE OF DREAD: A ship captain from Rel Astra, **Madsen Atirr** (N male human bard 8/duelist 4) runs perhaps the best crew and ship for hire on the Solnor Coast. His vessel the Morningstar is often in the service of the order, though he is no longer a very active Seeker himself. His competitors have often ridiculed him as "Mad" Madsen Atirr due to his reputation for damning the dangers, achieving his missions and returning to port with most of his crew and vessel intact. Rumors suggest he is currently outfitting an expedition for unknown patrons to a place called ominously the Isle of Dread.

SPIES OF THE HOLY SEE: A paladin of Nyrond and strong proponent of the Scarlet Brotherhood, **Linus Marquel** (LG male human paladin 13 of Heironeous) often hires out adventurers to uncover the secrets dealings of the Scarlet Brotherhood. Once the region's most celebrated Seeker, Linus became famous for the commission he won from King Archbold of Nyrond in 570 CY after uncovering the nature of people and lands of the mysterious south. Linus was the first to uncover the nature of the Scarlet Brotherhood and report it widely. Thereafter Linus was appointed as secret bishop of the church of Heironeous tasked with tracking the movements of the Scarlet Brotherhood.

THE MAD BARON: Rumors have it that, **Baron Malweig of Dilwych** (CN male human fighter 8/bard 7) was once a member of the Seekers in his youth, but he discovered a secret so fantastic that it drove him to the brink of insanity. Some of the Seekers suggest, on the contrary, that he was driven to this condition by the Silent Ones of Keoland in order to hide this very knowledge. Members of the Seekers still visit him on occasion in an attempt to crack his mystery.

Madsen Atirr

THE OBSESSED EXPLORER: An explorer out of Gradsul, obsessed with artifacts from the Amedio Jungle, **Tibarian Matreyus** (LN Male human fighter 11), was once sponsored by the Seekers to retrieve lost Suel artifacts in an expedition to the Amedio Jungle many years ago. His mission ultimately proved a failure, but this has not stopped Matreyus from pursuing his investigations. Tibarian now richly rewards adventurers who sell treasures recovered from the Amedio Jungle, especially from the Tamoachan region.

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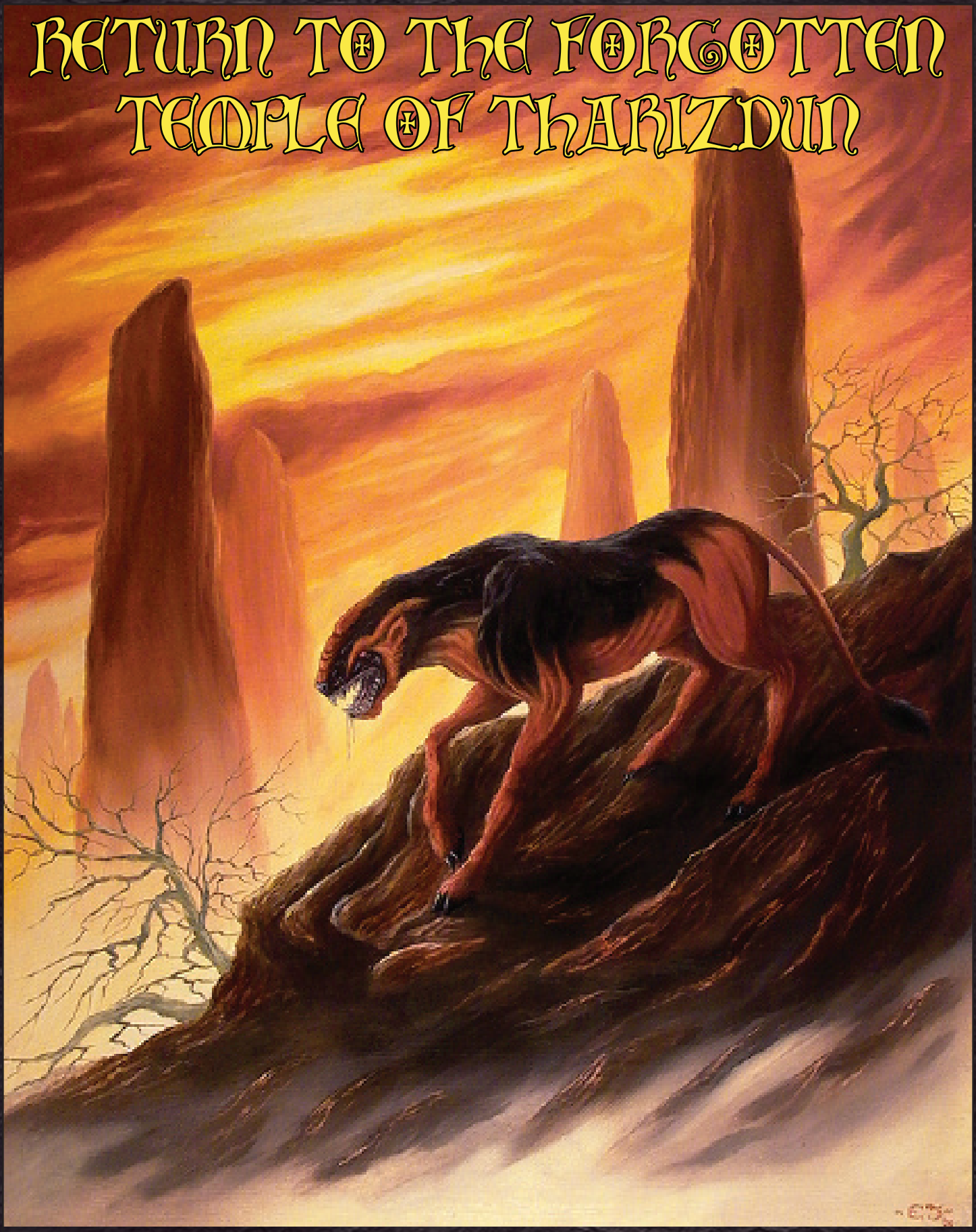
Return to the Forgotten Temple of Tharizdun



Side Trek Locations in the Yatils

SIDE TREK LOCATIONS IN THE YATILS

By Rick "Duicarthan" Miller
Original Version by Gary Gygax
Art by Rick "Duicarthan" Miller and Eugene Jaworski
Cartography by Rick "Duicarthan" Miller and Brian "Cebrion" McRae

A great evil has been loosed on the Yatils. This evil was released when several groups of adventurers stumbled upon some forbidden ritual or guardian of one of the ancient temples of the Dark God, Tharizdun. The vale now lies in shadows that currently concealing the sun's rays for a ten-mile radius of the Gnomish Vale.

The Side Trek locations in the Yatils tie into the upcoming, "Return to the Forgotten Temple of Tharizdun" a D&D adventure designed for four 11th-level characters, although it can be adapted for player characters of higher or lower levels. It is assumed that the PC's will be around 9th-10th level when adventuring in the Yatils. All of the various areas do not have specific encounters, although you may elect to devise your own if so desired. General and specific explanations follow the encounter area listing.

Plateau of the Aarakocra EL 12

Flying over this rocky plateau are several reddish-orange eagle-looking creatures scouting for trouble.

As the PCs approach the plateau they are met by Elder A'archa and six of his personal guard. The aarakocra's initial attitude is indifferent unless they spot the holy symbol of Pelor, at which time they become friendly. The PCs may make a Diplomacy skill check DC 30 to achieve a helpful attitude from the aarakocra. If the PCs have already peacefully met with the stone giants they receive a +5 circumstance bonus to any Charisma-based skill check when dealing with the aarakocra.

Typically a peaceful race, the aarakocra retaliate if they are attacked first. For over thirty-five years the aarakocra have dwelled within the Yatils, often at war with a pack of griffons to the south these birdmen have fought for dominance. To this end Elder A'archa has reached a diplomatic alliance with the stone giants of the Valley of the Stone Giants and even assisted them in ridding the valley of the loathsome lamias and their leucrotta servitors.

The griffons raids into the aarakocra's territory of the Yatils have been occurring much more frequently lately and Elder A'archa fears that the cunning pack may have allied with the lamias and leucrotta to the north. Such an alliance could very well mean the end of his flock. Elder A'archa asks the PCs if they could either persuade the griffons to move their hunting ground further south or if they must slay the beasts, particularly if the lamias are allied with them.

Should the PCs accomplish this goal Elder A'archa offers them any basic supplies, food, or water they may need as well as free spellcasting services including *raise dead* so long as they remain in the Yatils.

Aarakocra Fighters (30) **CR 2**
Elite aarakocra fighter 2
Monsters of Faerun 11
NG Medium monstrous humanoid
Init +4; **Senses** darkvision 60ft., low-light vision; Listen +2, Spot +2

DEFENSE
AC 18, touch 14, flat-footed 14 (+4 Dex, +1 natural, +3 armor)
hp 20 each (2 HD)
Fort +4, **Ref** +4, **Will** +4

OFFENSE
Spd 20ft., fly 90ft. (average)
Melee 2 talons +6 (1d4, 19-20/x2) or bite +7 (1d3, 20/x2)
Ranged javelin +6 (1d6, 20/x2) masterwork net +7 (target entangled)
Space 5ft.; **Reach** 5ft.
Special Attacks bite, summon large air elemental

STATISTICS
Abilities Str 10, Dex 19, Con 13, Int 10, Wis 14, Cha 8
Base Atk +2; **Grp** +2
Feats Exotic Weapon Proficiency (net), Expeditious Dodge (*Races of the Wild* 150), Flyby Attack[B], Weapon Finesse
Skills Craft (netmaking) +1, Knowledge (nature) +1, Jump +5, Listen +2, Spot +2, Survival +2
Languages Auran, Common
Combat Gear potion of *cure light wounds* (CL 5), **Other Gear** masterwork studded leather armor, masterwork net, 6 javelins

SPECIAL ABILITIES
Bite (Ex): When grounded, an aarakocra attacks with its beak (+7 melee), dealing 1d3 points of damage on a successful attack.
Expeditious Dodge (Feat): When you move 40 feet or more in a single turn, you gain a +2 dodge bonus to your Armor Class until the beginning of your next turn.
Summon Large Air Elemental (Su): A group of five aarakocras that includes at least one cleric can cast summon monster VI to summon a Large air elemental. To perform the summoning, the aarakocras must perform an intricate aerial dance for 3 rounds.

Elder A'archa **CR 10**
Elite aarakocra cleric 9 of Pelor
Monsters of Faerun 11
NG Medium monstrous humanoid
Init +3; **Senses** darkvision 60ft., low-light vision; Listen +6, Spot +6

DEFENSE
AC 20, touch 13, flat-footed 17 (+4 Dex, +1 natural, +3 armor)
hp 60 (9 HD)
Fort +9, **Ref** +7, **Will** +14

OFFENSE
Spd 20ft., fly 90ft. (average)
Melee 2 talons +9/+4 (1d4, 19-20/x2) or
bite +9/+4 (1d3, 20/x2)
Ranged *javelin of lightning* +9 (5d6 electricity (Reflex DC 14 halves) or javelin +9/+4 (1d6, 20/ x2)
Space 5ft.; **Reach** 5ft.

Special Attacks bite, summon large air elemental

Cleric Spells Prepared (CL 9th or good/ healing spells CL 10th, +9 ranged touch)

5th - *mass cure light wounds*[HD], *raise dead*, *scrying*

4th - *cure critical wounds*[HD], *divination*, *neutralize poison*, *mass shield of faith*

3rd - *cure serious wounds*[HD], *daylight*, *dispel magic*, *magic circle against evil*, *remove disease*

2nd - *aid*[HD], *augury*, *cure moderate wounds* x2, *hold person*, *status*

1st - *bless*, *cure light wounds* x2, *divine favor*, *protection from evil*[GD], *sanctuary*, *shield of faith*

0 - *detect magic* x2, *guidance*, *light*, *mending*, *resistance*

GD= Good domain, HD= Healing domain

STATISTICS

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 20, Cha 14

Base Atk +6; **Grp** +6

Feats Brew Potion, Divine Metamagic, Empower Spell, Flyby Attack[B], Weapon Finesse

Skills Concentration +14, Diplomacy +7, Heal +10, Knowledge (Religion) +6, Listen +6, Spellcraft +6, Spot +6

Languages Auran, Common

Combat Gear *javelin of lightning*, potion of *cure light wounds* (CL 5), **Other Gear** *+1 breastplate*, 6 javelins, *gloves of dexterity +2*, *periapt of wisdom +2*, *vest of resistance +1*

SPECIAL ABILITIES

Bite (Ex): When grounded, an aarakocra attacks with its beak (+7 melee), dealing 1d3 points of damage on a successful attack.

Summon Large Air Elemental (Su): A group of five aarakocras that includes at least one cleric can cast summon monster VI to summon a Large air elemental. To perform the summoning, the aarakocras must perform an intricate aerial dance for 3 rounds.

Large air elemental; hp 60; *Monster Manual* 95

TACTICS

Before Combat Elder A'archa and five of the aarakocras summon a large air elemental to harry the PCs. The remaining aarakocras fly up high above the PCs positioning themselves for flyby attacks.

During Combat As the other aarakocras launch their nets and javelins, Elder A'archa casts *bless*, *mass shield of faith* (+2 deflection bonus to AC), and *status*. The aarakocras do their best to stay out of range of the PCs, however if more than six fall to the PCs, Elder A'archa casts *divine favor* and makes several flyby attacks of his own.

Morale As the aarakocra take damage they fly up to Elder A'archa for healing or if the Elder is in melee they imbibe their potions of *cure light wounds* until the Elder can assist them. So long as the Elder is still fighting the aarakocra continue their assault. Should more than eight aarakocra fall the Elder retreats with the remaining flight of warriors.

Great Valley of the Griffons EL 10

The griffons of this valley dominate bred into a full pride. The wily creatures feed off of stray aarakocra and sparse game. The feral beasts avoid humanoids in large groups. They hunt down stragglers or lone travelers, especially those with livestock. The griffons nest in various places depending on the time of year. Their favorite is a large cave on the southern ridge concealed by heavy boulders and dense thorn bush.

As the PCs enter the valley, the griffons take cover using the rock crags, cloud cover and foliage to their advantage. Any PC that makes a successful Spot check DC 20 discovers the griffon.

If the PCs have encountered the aarakocra or attack the griffons, the griffons pounce on the PCs, then resort to hit and run tactics. Should the PCs choose to camp in the valley the griffons will not disturb them unless one of them wanders off alone. At which point the solo PC confronts five griffons. These griffons surround the PC while one attacks from the air.

Pride of Griffons (10); hp 59 each; Monster Manual 139

The Secluded/ Safe Valley

A small river runs through this solitary valley. Vibrant wild flowers, shrubs and small trees fill the valley, while small ponds branching from the river teem with fish.

Should the PCs choose this valley for a camp location a successful Survival skill check DC 20 uncovers sufficient food to feed a party of six for up to one month. Those exploring the southern edge of the cliffs must make a successful Spot or Survival check DC 25 reveals a small, dry cave where that can house up to eight medium sized creatures.

While those exploring the northeastern cliff must make another skill check DC 25 to uncover a narrow goat path leading up the cliff face and back down into the next valley. Once known, this route can be used by the party in their excursions against the Temple, thus saving them considerable travel and allowing them to foil pursuit.

Valley of Stone Giants (once the Valley of the Leucrotta) EL 12/EL 16

Heavy granite boulders block passage into this deep desolate valley. Standing guard behind these boulders are five stone giants and a dire bear.

Five stone giants and a dire bear guard each entrance to this valley (EL 12). If they are attacked, one of the giants immediately sends for reinforcements. The rest of the stone giants dwelling in the caves converge upon the party afterward assured that they are the reason for the cursed shadow that has scared off game in the area and laid waste to their crops.

Stone giant elder; hp 139; Monster Manual 124

Stone giants (14); hp 119 each; Monster Manual 124

Dire bears (3); hp 105 each; Monster Manual 63

Stone giant, non-combatant (7); hp 99 each; Monster Manual 124

The Leucrotta fled from this valley several years ago when it was overrun by a tribe of stone giants. The stone

To the Ancient Temple of Tharizdun
Gorge of the Orcs
Valley of the Lamia
Gnomish Vale
Valley of the Leucrotta
Forgotten Temple of Tharizdun
Secluded Valley
Plateau of the Aarakocra
Great Valley of the Griffons
To the Lost Caverns of Tsojcanth
One hex equals one mile

giants have been at odds with the lamia and leucrotta packs since their arrival in this region of the Yatils.

The stone giants subsist by hunting, gathering, and herding mountain animals such as sheep or goats. Several years ago, these stone giants formed an alliance with the aarakocra, exchanging foodstuffs and stone goods for cloth, pottery, and manufactured items.

19. Valley of the Lamia EL 12

An ancient path leads to this deep-forested valley secreted amongst the shadowy mountains. A woman's screams for help echo from this valley.

Named after the legendary lamia pack that has dwelled here for nearly fifty years, the valleys walls create echoes while the trees offer excellent cover. Recently, a particularly clever lamia has convinced the leucrotta to join her pack. The alliance is a successful one, and it now controls the valley and the leucrotta, which once vied with them for dominance. There only remaining concerns come from the stone giants in the Valley of the Stone Giants (once the Valley of the Leucrotta).

The leucrotta continually scout the area for travelers. When the PCs enter this area, the leucrotta imitate the sounds of a woman screaming to draw victims to the area. The lamias use illusions to appear as young maidens surrounded by hellhounds.

Lamia Elder **CR 8**

Monster Manual 165, *Monster Manual* II 213

Lamia monster of legend

CE Large outsider (Augmented Magical Beast, Native)

Init +10; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +11

DEFENSE

AC 27, touch 15, flat-footed 21 (–1 size, +6 Dex, +12 natural)

hp 121 (9 HD) fast healing 5

Fort +14, **Ref** +12, **Will** +7

Immune sleep; **SR** 19

OFFENSE

Spd 30ft.

Melee *+1 keen spell-storing dagger* +19/+14 (1d6+11, 17-20/ x2) and touch +15 (1 wisdom drain, 20/x2) or

2 claws +18 (1d4+5, 19-20/x2) or touch +15 (1 wisdom drain, 20/x2)
Space 10ft.; **Reach** 5ft.
Special Attacks frightful presence (20ft.-radius, victims become shaken, Will save DC 19 negates)
Spell-Like Abilities (CL 9th)
At will—*disguise self*, *ventriloquism*
3/day—*charm monster* (DC 20), *major image* (DC 22), *mirror image*, *suggestion* (DC 22)
1/day—*deep slumber* (DC 22)
The save DCs are Charisma-based.

STATISTICS

Abilities Str 30, Dex 23, Con 26, Int 14, Wis 14, Cha 21
Base Atk +9; **Grp** +21
Feats Dodge, Improved Initiative[B], Iron Will, Mobility, Multiattack[B], Spring Attack
Skills Bluff +18, Concentration +17, Hide +15, Jump +22, Spot +11
Languages Common, Draconic, Elven, Undercommon
Combat Gear *+1 keen spell-storing dagger* (stores *vampiric touch* CL 10)

SPECIAL ABILITIES

Enhanced Attributes (Ex): The save DC for each of the lamia elder's special attacks, spells, and spell-like abilities increases by +4.
Fast Healing (Ex): The lamia elder regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the lamia elder to regrow or reattach lost body parts.
Frightful Presence (Ex): When the lamia elder roars it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 19) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to the lamia elder's frightful presence for 24 hours.
Wisdom Drain (Su): By making a successful touch attack, the lamia elder permanently drains 1 point of Wisdom. Lamias try to use this power early in an encounter to make foes more susceptible to charm person and suggestion.

Leucrotta (4) CR 4
City of Splendors- Waterdeep 136
CE Large magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +6

DEFENSE

AC 16, touch 10, flat-footed 15 (–1 size, +1 Dex, +6 natural)
hp 57 each (6 HD)
Fort +9, **Ref** +6, **Will** +2 (+4 to saves against disease and poison)
Immune charm, compulsion

OFFENSE

Spd 50ft., climb 20ft.
Melee bite +10 (1d8+6/x3)
Space 10ft.; **Reach** 5ft.
Special Attacks adamantine bite, mimicry
Special Defenses iron guts

STATISTICS

Abilities Str 19, Dex 12, Con 18, Int 12, Wis 11, Cha 5
Base Atk +6; **Grp** +14
Feats Improved Bull Rush, Improved Sunder[B], Power Attack, Track[B], Weapon Focus (bite)
Skills Balance +5, Bluff +3 (+11 mimicking voices), Climb +12, Hide +3 (+7 in mountainous terrain), Jump +12, Move Silently +7, Spot +6, Survival +6 (+10 tracking footsteps)
Languages Common, Draconic, Giant

SPECIAL ABILITIES

Adamantine Bite (Ex): A leucrotta deals bite damage as if its teeth were magic adamantine weapons both for purposes of bypassing the hardness of objects and for overcoming damage reduction. On a critical hit, a leucrotta's bite deals triple damage. A leucrotta often attacks its opponent's weapons and shields.
Immunities: A leucrotta is immune to charm and compulsion effects.
Iron Guts (Ex): A leucrotta can eat almost anything, no matter how rancid. It has a +4 racial bonus on Fortitude saves against disease and poison.
Mimicry (Ex): A leucrotta has the ability to mimic animal cries and voices in any language. It can duplicate the voices of its victims, including screams, with uncanny accuracy. A leucrotta has a +8 racial bonus on Bluff checks made to imitate another creature's voice. A leucrotta uses its Wisdom modifier (instead of Charisma) when making Bluff checks and Disguise checks.
Stealthy (Ex): A leucrottas has a +4 racial bonus on Hide checks in mountainous terrain.
Sure-Footed (Ex): A leucrotta has a +4 racial bonus on Balance checks, and it ignores movement penalties for moving on slopes. However, a leucrotta lacks hands, and thus cannot climb ropes or vertical walls. A leucrotta has a +8 racial bonus on Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened.

Lamias (3); hp 58 each; Monster Manual 165

MORALE

Before Combat As the PCs enter this valley the leucrotta flank around through the mountains while one of their number remains with the lamias. The lamia elder casts *major image* on herself to appear as a stone giant woman cowering in fear as the leucrotta stalks her. The other lamias also cast *major image* to take the guise of shadow giants (Fiend Folio 82).
During Combat The other leucrottas arrive one round later and work to flank the PCs, concentrating their attacks on any outlying spellcasters.
Morale The lamia elder fights until she reaches 25% of her hit points, at which time she withdraws while the lamias and leucrotta cover her retreat. Should the lamia elder fall in battle, the enraged lamias fight to the death while the leucrotta flee.

Gorge of the Orcs

The rocky crags of this mountainous area give way to cascading waterfalls that create thick clouds of fog.

The fog in this area conceals deep caverns where tribes of orcs once laired. A successful Spot or Wilderness Lore skill check DC 25 reveals the cave entrance.

Over thirty years ago, these orcs were dispatched and due to frequent expeditions since no other tribe would dare claim the area. Recently, these caves became the lair of the shadow dragon, *Ilvitreus*; CE; mature adult shadow dragon (*Draconomicon* 191) who dwells here. Uncomfortable with the temple's cramped space, Ilvitreus

tunneled deep into these caverns to create his own lair. Ilvitreus took two greater shadows and eight shadows created by Cyril, two shadow umber hulks as well as a dozen trolls.

The cave itself also has its own defenders a swarm of darkmantles guard entry through the upper cliff-face cave entrance, while a gang of bodaks lurk the southern edge of the gorge at night issuing forth from a hidden cave somewhere along that cliff-face.

Bodaks (4); hp 58 each; Monster Manual 28

Darkmantles (15); hp 6 each; Monster Manual 38

Shadows (8); hp 19 each; Monster Manual 221

Greater Shadows (2); hp 58 each; Monster Manual 221

Shadow Umber Hulks (2) CR 9

Advanced shadow umber hulk
Monster Manual 248 or
Lords of Madness 167
NE Huge aberration

Init +4; **Senses** darkvision 60ft., low-light vision, tremorsense 60ft.; Listen +15, Spot +0

DEFENSE

AC 19, touch 8, flat-footed 19 (+0 Dex, +11 natural armor)

hp 139 each (13 HD) fast healing 2

Fort +14 **Ref** +6 **Will** +10

DR 5/ magic

Resist cold 15

OFFENSE

Spd 30ft., burrow 30ft.

Melee 2 claw +17 (2d6+10, 19-20/ x2) and
bite +15 (4d6+5, 20/x2)

Special Attacks confusing gaze (30ft. range, confusion, Will save DC 20 negates)

STATISTICS

Abilities Str 31, Dex 11, Con 23, Int 11, Wis 11, Cha 13

Base Atk +7; **Grp** +25

Feats Ability Focus (*confusing gaze*), Great Fortitude, Improved Initiative, Multiattack, Toughness

Skills Climb +20, Jump +11, Listen +15, Move Silently +6

Languages Abyssal, Common, Draconic, Giant, Infernal, Undercommon

Combat Gear wand of *stone shape* (6 charges, CL 5)

SPECIAL ABILITIES

Confusing Gaze (Su): Confusion as cast by an 8th-level sorcerer, 30 feet, Will negates DC 20.

Shadow Blend (Su): In any condition of illumination other than full daylight, Ilvitreus can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Tremorsense (Ex): Umber hulks can automatically sense the location of anything within 60 feet that is in contact with the ground.

Ilvitreus' Lair EL15

Strange glowing sigils augment the deep shadows of this murky stalagmite-covered cavern.

At the far back of the room, thousands of gold and platinum coins form a makeshift mattress for the covetous dragon. Sitting on nearby stalagmite is a platinum platter containing several small gems.

This entire cavern and everyone and everything inside it are difficult to detect by divination spells and detection spells and magic items. For such a spell or item to work, the caster or user must succeed on a caster level check DC 24.

Ilvitreus the shadow dragon CR 15

Male mature adult shadow dragon
Draconomicon 191
CE Large dragon

Init +4; **Senses** darkvision 60ft., low-light vision; Listen +3, Spot +13

Aura frightful presence (210ft.-radius, Will save DC 26 negates)

DEFENSE

AC 28, touch 20, flat-footed 23

hp 231 (22 HD)

Fort +17 **Ref** +13 **Will** +18

DR 10/ magic **SR** 25

Immune energy drain, paralysis, sleep

Weakness light blindness

OFFENSE

Spd 80ft., fly 150ft. (poor)

Melee bite +27 (2d6+6, 20/ x2) and 2 claw +22 (1d8+3, 19-20/x2) and 2 wings +22 (1d6+3, 20/ x2) and tail slap +22 (1d8+3, 20/ x3)

Special Attacks breath weapon (40ft. cone, 4 negative levels, Reflex save DC 26 halves)

Special Defenses shadow blend

Spell-Like Abilities (CL 7th)
3/ day - *mirror image*, *non-detection*
1/ day - *dimension door*

Sorcerer Spells Known
6/8/7/5 (CL 7th, +21 ranged touch)
3rd – (5/day) - *haste*, *major image* (DC 18)
2nd – (7/day) - *bull's strength, invisibility, mirror image*
1st – (8/day) - *alarm, comprehend languages, disguise self, ray of enfeeblement, silent image* (DC 16)
0 - *dancing lights, daze* (DC 15), *flare* (DC 15), *mending, message, resistance, touch of fatigue* (DC 15)

Cleric Spells Prepared
(CL 7th; +21 ranged touch)
4th - *cure critical wounds*, *invisibility purge*
3rd - *cure serious wounds, deeper darkness, meld into stone*
2nd - *desecrate, hold person, resist energy, silence*
1st – *command* (DC 16), *deathwatch*, *divine favor, entropic shield, protection from good* x2
0 - *detect magic* x2, *guidance* x2, *read magic* x2

STATISTICS

Abilities Str 23, Dex 10, Con 19, Int 20, Wis 20, Cha 21

Base Atk +22; **Grp** +32

Feats Blind-Fight, Cleave, Craft Wondrous Item, Flyby Attack, Hover, Improved Initiative, Power Attack, Wingover

Skills Bluff +4, Concentration +25, Decipher Script +20, Disguise +15, Hide +18, Knowledge (arcana) +30, Knowledge (architecture) +12, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (history) +16, Knowledge (religion) +16, Knowledge (planes) +30, Listen +3, Move Silently +11, Search +12, Spellcraft +32, Spot +13, Tumble +6

Languages Abyssal, Common, Draconic, Giant, Infernal, Undercommon

Combat Gear wand of *stone shape* (6 charges, CL 5)

SPECIAL ABILITIES

Breath Weapon (Su): Ilvitreus's breath weapon is a 40ft. cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain 4 negative levels. A successful Reflex save DC 26 halves

this.

Shadow Blend (Su): In any condition of illumination other than full daylight, Ilvitreus can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

TACTICS

Before Combat Ilvitreus waits in the shadows using his *greater invisibility* spell.He currently uses a *disguise self* spell to conceal himself as a red dragon. If he hears the PCs coming down the tunnel a successful Listen check DC 20, he also prepares a *major image* spell for when he uses his breath weapon.

During Combat Ilvitreus attacks only in defense, once provoked he casts a quickened *protection from good* spell and a *desecrate* spell as he calls for aid from any remaining shadows. The following rounds depend on the PCs actions, melee threats will usually be targeted with a *hold person* spell while dangerous spellcasters usually spellcasters usually have *silence* cast on them.

Morale Ilvitreus is no fool, if reduced to less than half his hit points he retreats saving his last use of the *rod of lesser quicken metamagic* to cast a *deeper darkness* spell and flee through the ceiling of the cave, which is sealed by a great boulder.

TREASURE

There are 2500 gold coins here and 500 platinum coins. The gems on the platter are a rhodochrosite (8gp), a blue quartz (12gp), a banded agate (14gp), and a black star sapphire (1,200gp). The platter is worth 50gp.

*

ILVITREUS

COMING NEXT ISSUE

A shadow looms once more over the Yatils. Forgotten by all but the most scholarly and adventurous types the Dark Gods worshippers seek to once more free, He of Eternal Darkness. As the gnomes and other denizens flee their traditional homes, the trumpet of glory has once more beckoned to the adventurous ilk. The Shadowed Paths of Oblivion adventure path begins in Oerth Journal 26!

FROM THE TOME OF ZYX

TUERNY THE MERCILESS

By Rick "Duicarthan" Miller amd Mike Bridges

Art by Rick "Duicarthan" Miller

Tuerny also known by the moniker of "the Merciless", creator of the malefic iron flask that bears his name became one of Oerth's most infamous archmages in a time where the Aerdi tribes were just migrating into present day Ahlissa, over nine-hundred years ago. Surrounded by the warlike traditions of the Aerdy clan Kalgonite as they clashed with the native Flan for dominance, Tuerny learned as a matured from a scrawny pitiable bullied child into a loathing adolescent.

Orphaned at this age, Tuerny was adopted by a passing Bakluni scholar from the Zashassar of Ekbir who took the lad to his homeland for proper training. Over the next few years, Tuerny's skills grew at an alarming rate while training in those summoning arts practiced by the Bakluni sorcerers since before the Twin Cataclysms.

In secret, Tuerny's lust for magic intensified, especially regarding forbidden practices of the Suel and Ur Flan demonologists. Tuerny continued his studies until one day, a foul creature he had released fled into the halls of the Zashassar slaying several guests and academics. After a lengthy investigation, the Zashassar was forced to turn the young man into the authorities. Tuerny was sentenced for several heresies and condemned to death, yet somehow he escaped to the badlands of Ull. Under the flowing sands and mirage-like landscape, Tuerny used conjured demons to enslave several tribes of ogres. Once their loyalty was solidified through fear and manipulation, Tuerny turned his attentions toward building his own stronghold, a fortress concealed by the veil of Ull's badlands. From this stronghold, Tuerny summoned and captured countless demons, bending them to his will as he bolstered his forces for his return to the war torn regions of Ahlissa.

Thirty years after his departure from his homeland, Tuerny returned to the Kalgonite region of Ahlissa. Tuerny's return however was not one of reminiscence. Within weeks his armies had conquered his former countrymen and enslaved them forcing them to fight under his banner. Among his retinue were several ogres, especially ogre magi not seen in this part of the Flanaess before, demons, and other conjured monsters.

As his iron grasp of the region and its surrounding areas solidified, Tuerny took to the field with less frequency, leaving the matters to the efficient ogre magi and elite demon commanders. Tuerny, took to his studies determined to bind more powerful demons under his tyrannical banner. When he was about fifty, he created the infamous iron flask that bears his name, capturing in it the demon lord, Graz'zt. Under Tuerny's command the Dark Prince, ravaged the armies and holdings of all who opposed him. However, during one battle, Graz'zt turned the tables on Tuerny when the archmage assumed the form of a nalfeshnee demon; Graz'zt stole his iron flask, trapped him in it, and returned to the Abyss.

In the Abyss, Graz'zt made the foolish archmage his slave and polymorphed him into a lowly dretch. In this form, Tuerny served Graz'zt for decades until, when opportunity knocked Graz'zt set the enraged archmage loose in the endless Blood War. In time, Graz'zt granted him an immortal form for his services against Orcus and the other demon lords attacks on his realm following his capture by the Witch Queen, Iggwilv. Incensed and reminded of his own capture centuries ago, Tuerny eventually conspired with the Witch Queen, turning the tables once more on the Dark Prince of the Abyss by freeing his enslaved consort.

Following their daring escape, the duo sequestered themselves in various strongholds throughout the planes, eventually returning to Oerth to plot again.

In 591 CY, Iggwilv contacted her son, Iuz, a ruthless demagogue of the northlands to make their own plans against a common enemy, Iuz's father, Graz'zt. At the time, Iuz was overextended, barely holding onto the bounty captured during the Greyhawk Wars. Iggwilv consoled her son, pleading to him that her many contacts within and without the planes could easily be summoned through a network of gates. With their plan set in motion, Iggwilv called on Tuerny to sew chaos among Oerth's defenders while she prepared. Unbeknownst to the duo, the plot was doomed to fail as a group of adventurers freed the archmage Tenser from captivity on one of Oerth's moons, Luna. With Tenser's aid, the adventurers return Jallarzi Sallavarian of the Circle of Eight, to her true form.

Since 591 CY, Tuerny the Merciless has yet to emerge from the shadows as a threat, and though she still bears the scars from this encounter, Jallarzi considers Tuerny her sworn enemy and seeks to end his plots wherever they may be.

The Hidden Fortress of Conjured Sands

Deep in the arid southern hills of Ull is a magical phenomenon that few nomads have heard of except in campfire stories. Fewer have actually sought out the Hidden Fortress usually intent on acquiring demonic power or magical wealth from those who lair within. The Hidden Fortress is a subterranean complex held by a small band of ogre magi who have secretly swore loyalty to the infamous archmage, Tuerny the Merciless. The Hidden Fortress's entrance is unique, appearing as a tall sand dune with

no visible openings. The dune breaks up and moves along according to the will of those in the fortress, to a position to their advantage. Only by walking up the dune can one be drawn into the fortress, and by then there is no turning back as the dune swiftly swallows any being in contact with it. The magical dune is in actuality a mobile gate, cleverly conjured to keep the true location of the underground Fortress a secret, though many suspect it is dozens of miles into the mountains.

The wily ogre magi living in the area inevitably capture those foolish or unlucky enough to wander into the territory of the Conjured Sands. Wary nomads warn others of exotic temptresses in the barrens who lure men to the Conjured Sands, only to reveal their true ogrish selves when it is too late. Other times the magi stalk their territory invisibly, flying above the landscape in search of new slaves to snatch or livestock to steal for a feast. Despite their methods, the ogre magi's goals are second to the machinations of Tuerny. The notorious wizard may very well have created the fortress as a base of operations for his interests in the Baklunish West, and then put the ogre magi in charge to guard it in his absence. Tuerny's infrequent visits to the fortress give the ogre band plenty of time to enact their own evil schemes, so long as they do not interfere with their master's plans. Most notably, Tuerny has warned them about capturing any wizards or witches without his approval. In addition, all rare magic items or artifacts that come into the ogres' possession must be brought to the Merciless One's attention.

Appearance and Attire

Tuerny the Merciless appears as a bald man with a peppered white goatee, dressed in rust-red trimmed flowing black robes. Tuerny stands five-foot-nine-inches tall and weighs one-hundred-fifty pounds. Closer examination reveals Tuerny's hideous nature through his piercing olive-green eyes and blackened fingernails sharpened to points that extend from the cuffs of his robes. Further, Tuerny carries a charred-oak, iron-banded staff topped with an iron demon claw clutching a carbuncle garnet.

When Tuerny shape-changes, he appears as a nalfeshnee demon with deep green fur tinged with fluorescent highlights, moss-colored skin, deep emerald wings, hellfire-orange eyes, sickly-yellowed teeth, bloodstained yellow tusks and elongated razor-like claws.

Symbol of Tuerny

Tuerny's symbol is most often displayed engraved on a black iron disk, depicting a stylized man holding a long rod above his head with both arms; the man and rod forming a rough T shape. Anyone making a successful Knowledge (history) skill check (DC 35) identifies the engraving style as old Oeridian, from the days of the early Kingdom of Aerdy. The specific image shown was one once used by Tuerny, an infamous Aerdy wizard-tyrant. These disks are extremely rare, as most Aerdy nobles saw to their destruction following Tuerny's disappearance. Such a disk, found in good condition, fetches up to 500gp to the right buyer.

Tuerny the Merciless CR 24

Male human wizard 20/archmage 4
CE Medium Humanoid

Init +10; **Senses** arcane sight, darkvision, see invisibility; Spot +2, Listen +2

Languages Abyssal, Baklunish (Ancient), Common, Draconic, Infernal, Old Oeridian, Suloise (Ancient), Undercommon
tongues constantly active

AC 31, touch 23, flat-footed 25
hp 204 (24 HD, *false life* 219)
Fort +21 **Ref** +21 **Will** +22

Spd 30ft., fly 40ft *overland flight*
Melee *staff of power* +14/ +9 (1d6+2, crit 20/ x2)
Base Atk +10; **Grp** +10
Atk Options mastery of elements, mastery of shaping,
Combat Gear *robe of retaliation* (Magic Item Compendium 130), *staff of power* (27 charges)
Spells Prepared/ Known (CL 25th; +18 ranged touch, +24 vs. SR)
epic – extended *time stop*, *crown of vermin* (DC 32)
9th - *power word kill* (DC 29), *prismatic sphere*, quickened *teleport*, *weird* (DC 29)
8th - *maze, mind blank, polymorph any object* (DC 29), quickened dimension door
7th - *delayed blast fireball* (DC 27), *limited wish* (DC 27), *plane shift*, quickened *fireball* (DC 23), *reverse gravity*
6th - *contingency*, *disintegrate* (DC 27), *mislead*, extended *overland flight*, *repulsion* (DC 26)
5thy - *break enchantment, cloudkill* (DC 27), *cone of cold* (DC 25), *mind fog* (DC 25)
4th- *charm monster* (DC 24), *evard`s black tentacles, fire shield, greater invisibility, scrying, stoneskin*
3rd - *dispel magic, fireball* (DC 23), *haste, protection from energy, ray of exhaustion* (DC 23), *sleet storm, stinking cloud* (DC 25)
2nd - *cat`s grace, false life, fox`s cunning, glitterdust* (DC 24), *mirror image, scorching ray, summon swarm* (DC 24)
1st - *disguise self, grease* (DC 23), *magic missile* x2, *obscuring mist, protection from good, ray of enfeeblement*
0 - *acid splash, detect poison, mending, touch of fatigue* (DC 20)

Abilities Str 10, Dex 22, Con 22, Int 31, Wis 12, Cha 16 +5 inherent bonus to Int, +4 to Dex and Con.
SQ spell power +1, summon familiar
Feats Augment Summoning, Craft Wondrous Item, Craft Staff, Demon Mastery, Epic Spellcasting (arcana), Extend Spell, Extract Demonic Essence, Greater Spell Focus (conjuration), Improved Initiative, Improved Spell Capacity (10th), Quicken Spell, Scribe Scroll[B], Skill Focus (spellcraft), Spell

Focus (conjuration), Spell Focus (transmutation)

Skills Appraise +11, Bluff +8, Concentration +33 (+37 casting defensively), Craft (alchemy) +28, Decipher Script +20, Diplomacy +12, Intimidate +15, Knowledge (arcana) +37, Knowledge (dungeoneering) +15, Knowledge (geography) +15, Knowledge (history) +22, Knowledge (nature) +11, Knowledge (religion) +15, Knowledge (the planes) +37, Listen +2, Search +20, Sense Motive +6, Speak Language +3, Spellcraft +42, Spot +2

Possessions combat gear, *skull orb of the tyrant king*, *bracers of armor +8, ring of protection +5, bag of holding (type I)*: holds spellbooks, spell components, spell component pouch

Spellbook Tuerny has had centuries to hone his arcane skills and knows hundreds of spells from many worlds and planes including spell researched by other mages. As such, he is considered knowing all of the wizard/sorcerer spells in the Player's Handbook and many from the Spell Compendium. However, it is up to the DM to decide what fits in his campaign best.

Epic Spells Known: *crown of vermin*, *epic mage armor*, *epic planar binding*, *ruin, superior binding*

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power: This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability: An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot. The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day. If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

Tuerny the Merciless CR 24

Male human wizard 20/archmage 4 (*shapechanged* into nalfeshnee demon)

Monster Manual 45

CE Huge Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +8 (+4 Dex, +4 Imp. Init.); **Senses** arcane sight, darkvision 60 ft., see invisibility, telepathy 100 ft., *true seeing*; Spot +10, Listen +10

Languages Abyssal, Baklunish (Ancient), Common, Draconic, Infernal, Old Oeridian, Suloise (Ancient), Undercommon *tongues* constantly active

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AC 36, touch 14, flat-footed 28 (10 base, +4 Dex., +18 natural armor, -2 size, +2 luck)

hp 300 (24 HD, *false life* 315)
damage reduction 10/good

Immunity electricity, poison

Resistances resistance to acid 10, cold 10, and fire 10; SR 22

Fort +25 **Ref** +19 **Will** +22

Spd 30ft. (6 squares), fly 40ft. (poor)

Melee *staff of power* +19/ +14 (1d6+2, crit 20/ x2) or
2 claws +15 (1d8+3, crit 19-20/ x2) or
bite +15 (2d8+7, crit 20 /x3)

Space15ft. **Reach** 15ft.

Base Atk +10; **Grp** +25

Atk Options mastery of elements, mastery of shaping,

Special Atks smite (DC 20)

Combat Gear - *robe of retaliation* (Magic Item Compendium 130), *staff of power* (27 charges)

Spells Prepared/ Known (CL 25th; +16 ranged touch, +24 vs. SR)

epic – extended *time stop*, *crown of vermin* (DC 32)

9th - *power word kill* (DC 29), *prismatic sphere*, quickened *teleport*, *weird* (DC 29)

8th - *maze, mind blank, polymorph any object* (DC 29), quickened dimension door

7th - *delayed blast fireball* (DC 27), *limited wish* (DC 27), *plane shift*, quickened *fireball* (DC 23), *reverse gravity*

6th - *contingency*, *disintegrate* (DC 27), *mislead*, extended *overland flight*, *repulsion* (DC 26)

5th - *break enchantment, cloudkill* (DC 27), *cone of cold* (DC 25), *mind fog* (DC 25)

4th- *charm monster* (DC 24), *evard`s black tentacles, fire shield, greater invisibility, scrying, stoneskin*

3rd - *dispel magic, fireball* (DC 23), *haste, protection from energy, ray of exhaustion* (DC 23), *sleet storm, stinking cloud* (DC 25)

2nd - *cat`s grace, false life, fox`s cunning, glitterdust* (DC 24), *mirror image, scorching ray, summon swarm* (DC 24)

1st - *disguise self, grease* (DC 23), *magic missile* x2, *obscuring mist, protection from good, ray of enfeeblement*

0 - *acid splash, detect poison, mending, touch of fatigue* (DC 20)

Abilities Str 25, Dex 19, Con 31, Int 31, Wis 12, Cha 16 +5 inherent

+5 inherent bonus to Int, +4 to Dex and Con.

SQ spell power +1, summon familiar

Feats Augment Summoning, Craft Wondrous Item, Craft Staff, Demon Mastery, Epic Spellcasting (arcana), Extend Spell, Extract Demonic Essence, Greater Spell Focus (conjuration), Improved Initiative, Improved Spell Capacity (10th), Quicken Spell, Scribe Scroll[B], Skill Focus (spellcraft), Spell Focus (conjuration), Spell Focus (transmutation)

Skills Appraise +11, Bluff +8, Concentration +37 (+41 casting defensively), Craft (alchemy) +28, Decipher Script +20, Diplomacy +12, Intimidate +15, Knowledge (arcana) +37, Knowledge (dungeoneering) +15, Knowledge (geography) +15, Knowledge (history) +22, Knowledge (nature) +11, Knowledge (religion) +15, Knowledge (the planes) +37, Listen +10, Search +20, Sense Motive +6, Speak Language +3, Spellcraft +42, Spot +10

Possessions combat gear, *skull orb of the tyrant king*, *bracers of armor +8, ring of protection +5, bag of holding (type I)*: holds spellbooks, spell components, spell component pouch

Spellbook Tuerny has had centuries to hone his arcane skills and knows hundreds of spells from many worlds and planes including spell researched by other mages. As such, he is considered knowing all of the wizard/sorcerer spells in the Player's Handbook and many from the Spell Compendium. However, it is up to the DM to decide what fits in his campaign best.

Epic Spells Known: *crown of vermin*, *epic mage armor*, *epic planar binding*, *ruin, superior binding*

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell-Like Ability: CL 25, *shapechange* (2/day)

A nalfeshnee's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Smite (Su): Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a DC 20 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

Skill Bonuses: +8 racial bonus on Listen and Spot checks.

NEW ARTIFACTS

Skull Orb of the Tyrant King

MINOR ARTIFACT
Price: -
Body Slot: —
Caster Level: 20th
Aura: strong; (DC 25) varied
Activation: -
Weight: -

This blackened crystal human skull is engraved with silvery sigils and glows with an unearthly grey aura. When the orb is not held, it floats in the air much like an ioun stone.

The skulls grants its user a +2 insight bonus to INT and DEX so long as the user possesses the skull. Further, the skull sustains its user without air, food, or water. Finally, it also grants its user a +5 insight bonus to all saving throws. The skull combines the effects of a *rod of greater quicken*

Skull Orb of the Tyrant King

greater quicken metamagic.

The skull is an ancient artifact dating back to before the age of Queen Ehlissa. Surrvaris, Tuerny's old master, crated the artifact from the skull of a destroyed Ur-Flan lich. Should anyone attempt to take the skull from Tuerny, they must make a Willpower save (DC 30) to avoid being dominated by the spirit of Surrvaris.

Prerequisites: Craft Wondrous Item, creator must be 15th level.

Cost to Create: 44,000gp, 3,520 XP.

NEW EPIC SPELLS

Superior Binding

Enchantment (Compulsion) [Mind-Affecting]
Spellcraft DC: 43
Components: V, S, M
Casting Time: One minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: See text (D)
Saving Throw: Will negates; see text
Spell Resistance: No
To Develop: 387,000gp; 8 days; 15,480 XP
Seed: banish (DC 27)
Factors: banish seed (DC 27) + No Spell Resistance (DC 10) + Ad Hoc reverse effect (DC 13) = 50
Mitigating factors: burn 500 XP (-5 DC), increase casting time to 1

minute (–2 DC) = 43

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal your modified caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level is increased by 1. For each assistant who casts *dominate animal, dominate person*, or *dominate monster*, your caster level by a number equal to one-third of that assistant's level, provided the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *superior binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding spells are dismissible.

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of eventually happening. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points do not qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of binding (those with limited durations), you may cast additional binding spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the binding spells it has received are broken.

The binding spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it slightly easier to resist. Reduce the spell's save DC by 1.

Bound Slumber: This combination of chaining and slumber lasts for as long as one month per caster level. Reduce the save DC by 2.

Hedged Prison: The subject is transported to, or otherwise brought within, a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within a gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a *superior binding* spell with *dispel magic* or a similar effect, though an *anti-magic field* or *mordenkainen's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal, banishment*, or a similar effect.

Components: The components for a *superior binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the stone tablet containing the spell, somatic gestures, and materials appropriate to the form of binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of binding (cost 500gp), the spell requires opals worth at least 1,000gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

Planar Binding, Epic

Conjuration (Calling) [see text]
Spellcraft DC: 46
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see text
Target: One elemental or outsider of CR 22 or with 27 HD, whichever is less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and Yes; see text
To Develop: 414,000gp; 8 days; 16,560 XP
Seed: summon (DC 14)
Factors: summon seed (DC 14)+ summon CR 22 creature (+72 DC) = 86
Mitigating factors: burn 2,000 XP (-20 DC), increase casting time to 10 minutes (–20 DC) = 46

This spell acts as a *lesser planar binding* spell (see below), except that the caster can summon up to a CR 22 or a 27 HD monster, whichever is lower.

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use

a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*, PH 246) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The DM assigns your check a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions (such as "Wait here" (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, *lesser planar binding* is a water spell when you cast it to call a water elemental.

Tuerny's Charisma check (DC 15 + 12 (CL) + 1 (Demon Mastery CL) +3 (DM) + 1 (Spell Power) + 2 (*eagles splendor*) + 3 (Cha modifier) = 37

Advancement Options: If you would like to advance Tuerny beyond what is presented here, it is suggested he continue along the path of archmage, then progress in levels of wizard. The next epic feats in line with what he has are Epic Spell Focus (conjuration), Improved Combat Casting, Improved Spell Capacity, Multispell, or perhaps Superior Initiative.
*

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DEITIES OF LO NAKAR - AINATET

By Nathan Irving
Conversions by Rick Miller
Art by Jerry Minor

Ainatet was the goddess of bards, enchantments and charms, flowers, herbs, passions, and sylvan creatures in the ancient Suel Imperium. She was Phyton's sister and wife to Norebo, the god of luck, and the two were either madly in love or feuding over a petty disagreement at any given time. She was given to flights of fancy, spending months or years pining away for some arcane item or gift, only to quickly tire of it when she received it. She spent much of her time in avatar form on Oerth, but rarely mingled with her human followers, instead preferring to spend her time in the wilds of the Imperium, attended by sylphs, dryads, nymphs, and other fey folk. She was known to sometimes take a fancy to a particularly attractive male priest or worshipper of hers, and spirit him away for several months to be her lover - even today, a person who disappears without explanation may be referred to as "Ainatet's lover".

Ainatet's faith reached its highest level several centuries before the Twin Cataclysms, as interaction with the barbarian tribes at the fringes of the Imperium promoted travel and interest in the natural world. Later, she battled Syrul for control over the growing number of Suel witches - practitioners of magic reliant on herbs, charms, potions, and other talismanic symbols to work their spells. Wee Jas kept herself aloof from this debate, since neither chaotic power appealed to her balanced nature, and the winner would serve under her regardless. The conflict was not resolved before the Rain of Colorless Fire and Ainatet's death.

APPEARANCE AND ATTIRE

Ainatet typically appeared as a tall, enchantingly beautiful woman with elven features and a bewitching, ethereal grace. Her long, golden hair reached to her knees, restrained only by a circlet of silver and ribbons of precious metals, and her eyes were a vibrant green flecked with gold. She preferred simple gowns of silk and a belt of emeralds. She was always accompanied by two sylphs, each with maximum hit points, magical items, and the abilities of 9th level enchanters. Ainatet herself carried no weapons, although her jewelry was often composed of magical items (a necklace of missiles, for instance.)

Ainatet

Ainatet favored flowers and the forms of natural animals when making her wishes known. She could appear as a flowering rose bush just reaching full bloom, the scent from which soothed and calmed victims of madness, fear, strong emotions, and berserk rages. Followers who found particular favor with her might awaken to discover a fresh rose beside them -- this flower granted the priest the ability to cast one particular spell (which could be of a higher level than the priest may normally cast), once per day, until the rose wilted (typically in 1d4+3 days). She could also appear as a rose or white colored glow (similar to that of a *faerie fire* spell) around a favored object or person, or as a series of colored globes of light laid out to indicate a path or course of action.

Ainatet also acted through her servants: aasimar; light aasimons; coure, firre and shiere eladrin; sylvan creatures; and sunflies.

CAMPAIGN INFORMATION

Worship of Ainatet is preserved only by the Cult of Roses that flourishes in the Sheldomar Valley and is supported by Ainatet's surviving servants, a few aasimar and eladrin. Their allotment of Ainatet's divine essence is enough to let them grant first and second level spells, and abilities up to those of a 5th level priest. The leader of these servants, however, a tulani eladrin, is growing older as the divine essence she harbors slowly fades, and unless someone appears to replace the Rose Queen, or a potent source of divine essence is located,

it is likely that even this last cult will cease to exist within a century.

AINATET (DEAD)

(The Rose Goddess, the Fey Queen, the Lady of Passions)
Demipower of Ysgard, Chaotic Good (with neutral tendencies)
PORTFOLIO: Bards, Enchantments, Flowers and Herbs, Passion
ALIASES: None
DOMAIN NAME: Formerly: Ysgard/ Flowering Forest
SUPERIOR: None
ALLIES: Norebo, Phyton
FOES: Syrul, the Queen of Air and Darkness
SYMBOL: A crimson rose, half-opened
WORSHIPPERS ALIGN: CN, N, CG, NG, bards.

Ainatet's Avatar
Female elven wizard 16, druid 14, bard 18
Stats Str 14, Dex 20, Con 15, Int 19, Wis 18, Chr 21, Com 23
AC -3; **MV** 24; Fl 24; **HP** 150; **Thac0** 10; #AT 2(spells); **Dmg** by spell; **MR** 65%; **SZ** M (5'9")
Spells Druid: 8/8/7/6/3/2/1, Wizard: 5/5/5/5/5/3/2/1, Bard: 4/4/4/3/3/2
Saves PPDM 4, RSW 5, PP 5, BW 4, Sp 6
Special Att/Def: The Rose Goddess could cast any spell, priest or wizard, from the school of enchantment and charm, regardless of level or sphere (if a priest spell.) Opponents took a -4 penalty to their saves vs. these spells. She could also cast any spell involving plants, flowers, or scent, but opponents received only a -1 penalty to their saves due to Ainatet's narrow influence over this portfolio.

Ainatet could use any charm or enchantment spell, at will. When administered by touch, victims of a charm-type spell (*charm person, charm monster*) did not receive a saving throw. She often used emotion and similar spells to turn her attackers against one another. She could summon any sylvan creatures within five miles, usually calling treants, korreds, and other sturdy allies to combat opponents.

The Rose Goddess was immune to all spells and attacks utilizing emotions, sound, or music. No good or neutral sylvan creatures would harm her, and evil ones had to be magically compelled or in the direct service of an evil power (such as Syrul, a tanar'ri lord, or the Queen of Air and Darkness.)

THE CHURCH

All clerics, mystics, specialty priests, druids, and bards of Ainatet received the religion (Suel) non-weapon proficiency at no cost.

The faith of the Fey Queen was not uncommon in its day. Bards paid homage to her and Lydia; rangers, woodcutters, hunters, and others who had dealings with the Good People honored her name with Phytons'; and herb-witches, lovers, and others caught in the throes of passion (or desiring to be so caught) venerated her. Still, as the "civilized" boundaries of the Imperium advanced and the sylvan forests declined, so too did her church change.

Ainatet's church was initially divided three ways; 35% druids, 35% specialty priests, 20% clerics, and the remainder mystics and clerical bards (or Bards of the Flower). Druids concerned themselves with the dealings of the forest and the creatures within it, while clerics were their counterparts in the cities and larger towns. The specialty priests, or Rosepriests, were the keepers of the lore arcane, and most common in the smaller villages and towns, where they acted as or assisted the local herb-witches, healers, and midwives. The mystics did much the same, but kept to themselves, establishing no temples or churches, and assembling no congregations beyond an acolyte or two. In later centuries, many druids died or left, taking up worship of gods more opposed to the advance of farms and fields, and the numbers of specialty priests swelled to assume their positions within the church.
CLERGY: Clerics, druids, specialty priests, mystics, bards.
CLERGY'S ALIGN: CG, CN, NG, N
TURN UNDEAD: C: Yes, SP: No, Mys: No, B: No
COMMAND UNDEAD: C: No, SP: No, Mys: No, B: No
Dogma: That which cannot be achieved by strength may be won through guile and persuasion. Live for the moment. Learn the workings of the natural world and use them, but remember to respect the earth as the source of this strength. Follow your heart.

Ainatet had little in the way of formal teachings. Her priests espoused emotions and passions, though they shied from declarations of vengeance and oaths of blood. Equally important was the idea of a select "harvesting", of discovering the secrets of the natural world but taking only what is necessary and leaving the rest.

Day-to-Day Activities: Rosepriests were the herbalists and healers of many small villages and towns, and were often called upon to bless children with the gifts of passion, creativity, and empathy -- though they rarely perform marriages, as faithfulness and Ainatet were as compatible as night and day. The clerics in the larger cities performed many of the same duties, but of more specialized natures. One cleric would be an herbalist, and her companion a midwife, and the third a font of lore on songs, music, and bards.

Holy Days/Important Ceremonies: Richfest, at Midsummer, was the occasion of Ainatet's holiest celebration. For five days, the Rose Goddesses followers were expected to meet and share their learning (as well as indulge any whimsy that came to mind...) at the Celebration of Flowers. Lesser priests and followers staged local gatherings, often at or near a concurrent festival of Midsummer, while the higher-level initiates travelled to a regional conclave, and the high priests of each order met at a secret site in a celebration/party/ meeting sometimes attended by Ainatet herself.

Growfest was a lesser holiday celebrated by the herb-witches and good-aligned among Ainatet's worshippers as a time of rebirth, planting, and the escalation of passions, and occasioned by the Revelry of Roses. The more evil followers preferred the Needfest holy day, a secretive celebration of lust and debauchery, and a traditional time for bringing dark plans and schemes to completion.

Major Centers of Worship: The Fey Queen's followers were strongest in the borderlands between the civilized heart of the Imperium and its wilderness outskirts, where virgin forest and "barbaric" impulses co-existed with the learning and lore of the Imperium. Until the Rain of Colorless Fire, Ainatet's stronghold was in the temperate region north-east of the capital, between the Hellfurnaces (though they were not yet known by that name) and the Ullsprues. Lesser temples existed in the north-west and south-east corners. Ainatet's existence was almost unknown, however, in the far south and south-west, where more violent and primal regional gods held sway over the natural world and Lydia's worship was strongly established among the bards and lore keepers.

The Bower of the Rose is the only surviving place of worship to the Lady of Passions, and was established a few centuries after the Twin Cataclysms, along the banks of the Sheldomar River in Keoland. It persists nowadays only as the headquarters of the Cult of Roses, the last remnant of Ainatet's faith.

Affiliated Orders: Ainatet sponsored one militant order, the Company of the Glen, made up of fighters, rangers, and militant priests. This order evolved from a single adventuring company several hundred years before the destruction of the Suel Imperium, and slowly grew over the centuries as members inducted others into their order. It was based in the north-east, and no members survived the Rain of Colorless Fire.

Priestly Vestments: For official occasions, priests of Ainatet wore flowing robes in hues matching those of local flowers. Metallic colors of gold, silver, bronze, and copper were scorned in favor of natural tints. During the midsummer festival, cloaks, headdresses, and sometimes even gowns were woven of flowers and herbs.

Priests of Ainatet generally dressed well, with fine gowns, blouses, vests, and trousers. Cotton was preferred to wool as a material.

The Rose Goddess' holy symbol was usually painted or carved onto a badge or amulet, always of wood. Higher-level priests bore holy symbols carved from rose quartz; many of these had minor magical abilities such as faerie fire or bless that could be evoked thrice per day.

Adventuring Garb: Adventuring priests of the Fey Queen dressed for comfort, style, and protection, in that order. Cloaks and tabards embroidered with the half-opened rose of Ainatet were commonplace. Armor and weapons were typically light, well-maintained, and attractive.

SPECIALTY PRIESTS (ROSEPRIESTS)

REQUIREMENTS: Wisdom 12, Intelligence 12, Charisma 14
PRIME REQ: Charisma, Wisdom
ALIGNMENT: Chaotic Good
WEAPONS: club, dagger, dart, quarterstaff, short sword, war hammer, footman's mace, shortbow, hand axe.
ARMOR: padded, leather, studded leather, brigandine, elven chain.
MAJOR SPHERES: All, Chaos, Charm, Creation, Divination, Elemental Air & Water, Healing, Plant, Protection, Summoning, Weather.
MINOR SPHERES: Animal, Elemental Earth, Necromantic, Sun, Time.
MAGICAL ITEMS: Any allowed to priests or any items relating to enchantments or charms.
REQ. PROFS: None.
BONUS PROFS: Herbalism, Singing.

Humans and half-elves could both become rosepriests of Ainatet, but the number of half-olven worshippers was never large, and sank drastically towards the end of the Suel reign as the olvenfolk deserted those lands for ones to the east.

As a demipower of the Outer Planes, Ainatet could not grant spells of greater than 5th level to her priests on the Prime Material Plane. Priests who traveled to Ysgard could be granted 6th and 7th level spells as usual. Priests in the immediate presence of Ainatet's avatar could also be granted spells of 6th or 7th level, at her pleasure. This restriction did not prevent the priest from casting more spells of the lower levels as she advanced in experience (i.e., a 20th level priest of Ainatet still casted 9 1st - 3rd level spells, 8 4th level spells, and 7 5th level spells), nor did it affect the acquisition of hit points, proficiency slots, saving throws, or special abilities.

Rose priests gain the following abilities:

A +2 bonus to the non-weapon proficiencies of plant/fungi lore or identification, herbalism, singing, musical instrument, public speaking, and similar proficiencies. These proficiencies had to be purchased normally for this bonus to apply, and additional slots conferred the usual bonus.

Identify poisonous plants or fungi with 70% accuracy, +1% per level.

Speak with fairy creatures at will.

Cast either *friends* or *taunt* (as the first-level wizard spells) once per day, by touch.

Cast *faerie fire* once per day, (as the first-level priest spell).

At 3rd level, rosepriests may cast *music of the spheres* (as the second-level priest spell from the Tome of Magic) twice per day.

At 5th level, they become immune to the charm and enchantment abilities of sylvan creatures, although they could be affected normally by memorized spells cast by such a creature.

At 7th level, rosepriests can cast *emotion* (as the 4th level wizard spell) twice per day. Targets of a music of the spheres spell were penalized in their saves versus emotion.

At 9th level, rosepriests can cast *call woodland beings* (as the 4th level priest spell), with the following changes: the possibility of any particular creature being within range was doubled; female rosepriests could not summon satyrs or treants and instead called upon 1d4 korreds, 1 nymph, or 1 sylph; male rosepriests could not summon dryads or a unicorn and instead called upon 1d4 korreds, 1 actaeon, (from the *Mystara Monstrous Compendium Appendix #2501*), or a leprechaun.

AINATETIAN SPELLS

All priests of Ainatet, including clerics, rosepriests, mystics, and

clerical bards had access to the following spells unless otherwise noted. They were prayed for and acquired as normal priest spells, regardless of their actual level, sphere, or school.

Note: Spells marked with a * are considered 5th level spells for purposes of how many may be memorized per day, but cannot be learned or cast until 12th level.

FAIRY MESSENGER
(Conjuration/Summoning)
Sphere: Summoning
Level: 2
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

Casting this spell calls forth an atomie sprite, which will carry a short message or perform a minor task for the priest. The atomie will travel up to 10 miles per caster level to deliver its message, and will only appear and speak to the designated recipient. The atomie will not engage in combat, or enter any area where it is likely to be harmed or captured. If the message cannot be delivered within one day of reaching the recipient (due to danger, range, or location), the atomie will return to the spellcaster and report its failure. The spell ends at this point, and the priest cannot send it to a different destination. The spell does not function in urban settings or underground, although variant spells reportedly summon a booka (who will not enter the wilderness) or glouras (found in Dragon #227, and who will not go aboveground) in such areas.

The material component is a small bowl of sugared milk, a particularly delicious fairy treat.

PASSION CHARM
(Enchantment/Charm)
Sphere: Charm
Level: 2
Range: Touch
Components: V, S, M
Duration: 6 hours + 1 hour/level
Casting Time: 4
Area of Effect: 1 person
Saving Throw: Negates

Fey Messenger of Ainatet

This spell allows the caster in evoke short-lived but intense feelings of love or hate in the subject. The spellcaster must touch the subject of the spell and indicate the target of their feelings. This target must be of a similar race to the subject (humans, elves, and half-elves; dwarves, gnomes, and halflings; orcs, goblins, and hobgoblins; etc., etc...) They need not be attractive or otherwise extraordinary, although particularly repulsive targets may afford the subject a bonus to their saving throw. A target particularly attractive to the spell's victim may result in a penalty to the saving throw, at the DM's discretion.

Victim's affected by the love aspect of this spell will become instantly infatuated and enthralled by the indicated target, attempting to get close to them, fulfill their desires, and generally behave as love-struck puppies. This does not affect their combat abilities or immediate awareness, and may even assist them, particularly if their "beloved" is in danger. Subjects of this spell are afforded another saving throw if they are likely to be killed while defending their loved one.

The hate aspect of this spell causes the subject to become enraged by the actions, speech, and very presence of the target being. Unless restrained, the subject will assault the target, although the hatred is so great that the subject abandons weapons, shields, and other hindrances to pummel his victim. This also prevents the effective use of spells or magical items requiring concentration or command words. The spell's subject generally cools once the target is pummeled into submission (unconscious), or leaves the immediate area. It may be reawakened if the target returns within the spell's duration.

The material components of this spell are rose petals for love, and thorns for hate. The spell's verbal and somatic components may be performed quietly, allowing this spell to be cast in public with little chance of detection.

Other spells include the following

plant renewal (2nd level priest spell, sphere: plant, Prayers from the Faithful, pg.24)

rosewater (2nd level priest spell, sphere: healing, Prayers from the Faithful, pg. 98.) Obviously, this spell benefits worshippers of Ainatet when cast by one of her clergy, not followers of Lathander.

awakening (4th level priest spell, sphere: protection, Prayers from the Faithful, pg.99.) Ainatet's version of this spell has a reduced casting time (5), and does not affect normal or magical traps except to "halo" the latter with a sickly green glow (the trap remains un-triggered and potent, however.) It has no effect on magical webs or wizard locks.

emotion (as the fourth-level wizard spell.)

*command monster** (6th level priest spell, sphere: charm, Players Option: Spells & Magic, pg 176.)

*commune with nature** (as the 5th level priest spell.)

CONVERSION GUIDE FOR 3.5E

AINATET (DEAD)

(The Rose Goddess, the Fey Queen, the Lady of Passions), CG (CN) demigoddess of Enchantment, Flowers/ Herbs, Passion and Reverie

Ainatet (I-nah-tet) was the goddess of bards, enchantments and charms, flowers, herbs, passions, and sylvan creatures in the ancient Suel Imperium. She was Phytons' younger sister and once wife to Norebo, the god of luck.

Norebo and Ainatet were either madly in love or feuding over a petty disagreement at any given time. She was given to flights of fancy, spending months or years pining away for some arcane item or gift, only to quickly tire of it when she received it. She spent much of her time in avatar form on Oerth, but rarely mingled with her human followers, instead preferring to spend her time in the wilds of the Imperium, attended by sylphs, dryads, nymphs, and other fey folk. She was known to sometimes take a fancy to a particularly attractive male priest or worshipper of hers, and spirit him away for several months to be her lover - even today, a person who disappears without explanation may be referred to as "Ainatet's lover".

Ainatet's faith reached its highest level several centuries before the Twin Cataclysms, as interaction with the barbarian tribes at the fringes of the Imperium promoted travel and interest in the natural world. Later, she battled Syrul for control over the growing number of Suel witches - practitioners of magic reliant on herbs, charms, potions, and other talismanic symbols to work their spells. Wee Jas kept herself aloof from this debate, since neither chaotic power appealed to her balanced nature, and the winner would serve under her regardless. The conflict was not resolved before the Rain of Colorless Fire and Ainatet's death.

A shining light bourne from the dawn sparkles till the last of dusks fall. On the path of the wild, one finds beauty, truth, and everything needed for life. Everything you need is around you; the only danger is inside you. Live each day for the moment, love freely and without rancor. Celebrate each victory and venerate each defeat.

Clerics of Ainatet's remain primarily within the Cult of Roses that flourishes in the Sheldomar Valley and is supported by Ainatet's surviving servants, a few aasimar and eladrin. Their allotment of Ainatet's divine essence is enough to let them grant first and second level spells, and abilities up to those of a 5th level priest. The leader of these servants, however, a tulani eladrin, is growing older as the divine essence she harbors slowly fades, and unless someone appears to replace the Rose Queen, or a potent source of divine essence is located, it is likely that even this last cult will cease to exist within a century.

Domains Animal, Chaos, Plant; **Weapons** dagger, quarterstaff, short bow (m); **Avatar** Female human druid 16, bard 18, mystic theurge 10 *